

BloodRayne

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Gameplay Synopsis

Rayne, monster-hunting dhampir, slaughters her foes using extraordinary acrobatic attacks.

Using a 3rd person follow camera, the player uses Rayne's unique abilities of strength, speed, and extra sensory powers (not to mention a huge cache of blades and guns) to navigate through regions ranging from boggy swamps to mountaintop castles. Enemies are legion, and they all have different motives and abilities.

Battles are frequent, frenetic, explosive sequences like *The Matrix* or *Blade*. With independent right and left attacks, analog stick/D-pad movements, and button pressure sensitivity, the player has *complete* control to easily achieve Kung Fu-style moves, jumps and spins. Using context-sensitive reactions, a huge repertoire of moves is easily accessed by the player.

BloodRayne's creatures are fresh and new, retaining the mystery and inciting the fear that players experienced as a child when they thought about the darkness under their bed. Furthermore, the monsters are fast and seemingly infinite. They seep out from the shadows. Finally, and most importantly, the creatures aren't mindless zombies. They are frighteningly intelligent. Some enemies fight to the death. Some flee. Others seek reinforcements and plan ambushes.

The Hero

Half human, half vampire, Rayne is a formidable monster hunter. Her strength and speed give her blade and knife attacks a hearty lethality. Her ambidexterity allows her to wield a gun in each hand for Hong Kong gun fu action. She can out-jump any human, rebounding off walls, flipping and turning to land behind pursuing enemies. Her sense of balance is phenomenal, and she can run across a tightrope in full sprint and rail slide down stair banisters and other slopes. She has enhanced vision senses: the ability to see in complete darkness, to "zoom" in on things far away and to see auras of potential victims. Rayne can also increase her perception, making the world seem to move in slow motion. This makes it easy to line up projectile attacks, and even makes it possible to dodge attacks from others. She can literally dodge bullets. Finally, she has built-in health recovery ability due to her half vampire heritage: drinking living blood.

Special Movement/Navigation

Jump

Rayne, with superhuman strength and speed, can jump farther than a normal (or even exceptional) human. She jumps in whatever direction the control stick is pressed. She can jump to a maximum height as long as the Jump button is held. Releasing the Jump button causes her jump to peak at that elevation, and she begins her descent from that point. The control stick is used to drive her slightly in the direction pressed.

Rebound Jump

While jumping against a wall, Rayne can jump again, performing a Rebound Jump in which she kicks off the wall at a partially complimentary angle (snapping the player to a 45 degree angle off the plane). If the player hits straight on they rebound off at 180 degrees essentially doing a flashy quickturn. These Rebound Jumps allow her to access higher areas.

Landing

Rayne automatically rolls upon landing if she intends to keep running (if the player is holding the control stick in the direction of the jump). She never slows down. If she wants to stop at her landing point (the player has released the control stick), she stops on a dime.

Dash

Rayne will immediately charge into a motion blurred dash. She can only dash forward. Backing or turning reverts to regular-speed movement. Dashing is good for getting across large open areas quickly but is not ideal for fighting in.

Target Lock-On

Rayne can also choose a victim and lock-on to them. She faces that victim constantly, sidestepping as necessary to respond to player controls. She can literally run circles around her enemies. When jumping, the Lock-On turns Rayne to her victim, assisting in lining up jumps and taking her directly to her enemy.

Quickturn

Rayne can very quickly spin 180 degrees, reversing her direction almost instantly. She can do this while running on the ground or while jumping through the air.

Dodge

While strafing, Rayne can dodge by quickly cart wheeling or diving backwards. These quick actions take her out of the line of fire and otherwise escape attacks quickly. She is able to attack as these moves are performed.

Block

Rayne can block in quick bursts using her massive metal blades. When she gains spinning blade capabilities, this allows her to spin the blades to aid in deflecting bullets and if a person swipes at a spinning block, they're likely to lose a limb.

Edge Pull-up

If Rayne gets close to an edge while jumping and the player is pushing forward, she will plant her hand on the edge and cartwheel over the edge.

Fall

Rayne falls sometimes. If she runs off a platform, she quickly transitions into a fall pose that allows her to land gracefully (similar to landing from a jump).

Tumble

If she's struck while jumping or if the floor falls out from beneath her, she tumbles forward or backward. The player must manually right her by tapping the jump button. Once she's basically upright, she transitions into the normal fall pose. If she hits the ground before righting herself, the landing is a sloppy crash, causing some damage. Recovering from such a crash landing takes longer than usual, as well, leaving her vulnerable to attack.

Sliding

If she's jumping toward her Lock-On target (forward) or side-jumping (left or right), she performs as Knee Slide upon landing, sliding in her movement direction but remaining upright and facing her opponent so she can perform attacks. As she slows near the end of the slide, she hops back to her feet, running.

Windows

Rayne can crash through windows like Trinity from the Matrix. (See Rebound Kicking below)

Tightrope/Rail Slide

One of Rayne's most exciting means of locomotion is to hook her feet over a stair rail or telephone line or other steep rail-like surface and slide down or tightrope across. Her posture shifts slightly to indicate that she's keeping her balance. The player can speed or slow Rayne on a rail or turn her around on either a rail or tightrope.

Box actors in the scene are defined as Tightropes or Rails. Additional actors in the editor define splines that control the hero's reaction to the surface. Sliding down a curved

rail (such as the banister of a spiral staircase) applies centrifugal force that must be countered.

Auto Snap

To make it easier to begin a rail slide or transition from one rail to another, Rayne is drawn to nearby rails/tightropes when she jumps or walks near one. If a jump takes Rayne within four feet above a rail or tightrope, she drifts to land on it, allowing us to create intricate interwoven series of tightropes and rails that the player can easily transition to and from. The player can do midair quick turns, attacks and other stunts without worrying so much about the precision of his jumps.

Breaking Rails/Tightropes

Some rails/tightropes can be destroyed while Rayne is on them. If a Tightrope or Rail box actor is destroyed, Rayne only has a brief instant in which to jump away; otherwise, she tumbles as though knocked out of the air.

Health meter

A discreet health bar at the bottom of the screen indicates Rayne's health. The biggest increase to health comes from feeding on living blood. The stronger the victim, the better, though Rayne can drink the blood of rats, bats and other small animals in a pinch. (She just picks them up and munches them like an apple.) Like all edible victims, they have a slight aura visible in her aura vision mode. Rayne can also feed on newly fallen foes or limbs for short, small replenishment.

The health bar goes up to 100%, but has an extension at the end that goes up another 10%. This allows Rayne to get more than 100% health. When completely full Rayne reaches Blood Rage (see below). However, this last 10% is more difficult to gain reflecting the difficulty in becoming more than 100% healthy. In reality, Rayne needs to get 120% health to reach Blood Rage, but visually to the player it only looks like 10%.

Bloodlust meter

The Bloodlust meter is essentially Rayne's "mana". As she kills enemies, the Bloodlust meter rises. It rises faster for

spectacular kills. Attacking from the stand/run motion states scores one point. Killing from the air or any other movement states scores 5 points. There is a total of 30 points depicted by a bar. Extruded Vision, Aura Sense, Dilated Perception, Blood Rage and Blood Storm deplete this meter. Every point of Bloodlust is equal to about 1.5 seconds of power usage (depending on “paranormal” skill level; see “Stats/Experience Points” below. This may also need tweaking after play testing).

The total number of Bloodlust points doubles as an experience point meter, used to calculate how many points the player can apply to Rayne's stats when those opportunities arise.

Blood Rage Mode

By filling the health meter to 120% (see Health meter above), Rayne gains access to Blood Rage. A glowing red eye indicates that Blood Rage is available. The player activates it by hitting Blade Attack button and bite simultaneously. Blood Rage is a berserker mode in which she moves a little faster, inflicts more damage, and has a high chance of dismemberment with each hit. The time factor of the game drops to 70% normal, giving a slight slow-mo sensation. She lets out an animal roar (that might scare away enemies with low Courage stats). Her eyes glow red, leaving trails as she moves. The screen tints red, the fog thickens, and time slows down a little (but not as much as slow-mo).

The Bloodlust meter ticks down as a timer. Once it has expired, Rayne drops out of Blood Rage (each point of Bloodlust is equal to about 1.5 seconds depending on Paranormal Skill). If her Health drops below 50% (or some other value if playtesting proves the need to change it), Rayne reverts to normal mode. If the player presses the Bite button while in Blood Rage mode, Rayne reverts to normal mode.

Melee Combat

Arm Blades

Giant silver blades hinged at Rayne's wrists. As the game progresses, Rayne attains enhancements to these blades allowing propeller-like attacks and other more elaborate fight moves.

These blades detect collision with all geometry. Set geometry, such as walls and other immovable items, cause the blades to rebound if they hit, sending splinters or sparks flying. Rayne immediately tweens back to a Stand state, ending that current attack.

There are a total of 21 standard attacks. She has light and heavy attacks (depends on how far the left trigger is pulled) in all four directions (front, back, left, right) that can all be used in 3 string combos. So there is light Level 1, Level 2, and Level 3. And there is heavy Level 1, Level 2, and Level 3. The player has full control over light and heavy when performing a combo. For example, they can do light Level 1, heavy Level 2, and finish with light Level 3.

In addition, when target locked-on, the left stick or D-pad acts as a forward attack modifier. Press left while locked-on and hit the left trigger for another 3-string combo. Again, each attack can be light or heavy. Pressing right and back do the same.

Finally in Blood Rage mode, Rayne starts her attacks at Level 3 and she can do another 3-string combo on top of that reaching Level 4 and 5.

Rayne is drawn physically to nearby enemy during melee attack, and all attacks are thrown at the closest valid target. Hero heading and position are adjusted to guarantee a successful hit.

Jumping Attacks

Attacks can be performed in air by attacking while jumping. If the player is target locked on and presses toward the target when the jump button is hit, Rayne will attempt to jump slightly above the enemy. If the enemy was in the air, Rayne takes into account the trajectory and

calculates how to remain slightly above the enemy. Rayne flips as she does this ensuring that she is upside down above the enemy. If the player uses their blades, Rayne will slash the enemy below. If the player hits the jump button again, Rayne will flip quickly and Rebound kick the enemy (see below). If the player is target locked on but jumps any direction other than forward, she jumps in that direction and is able to still fire at the enemy from a distance.

Rebound Kick

While jumping against a character or other dynamic actor, Rayne can jump again, performing a Rebound Kick off that actor. All of her forward momentum is transferred to the victim, sending it flying through the air based on its mass. Rayne executes a flashy kicking flip and lands gracefully in place where contact was made facing the actor.

Glass

Rayne can Rebound Kick reinforced glass to shatter it. Regular glass shatters first hit. Reinforced glass may take more hits - each impact spreads more cracks along the glass until it breaks. On the break she crashes through the glass a la Trinity from the Matrix in the opening scene. Windows will also have a property similar to rails and have a “magnetic” radius that sucks Rayne towards the center of the window to make this move easy to pull off.

Doors

Wooden doors splinter before shattering. Metal doors dent before eventually toppling into the next room.

During Bite

If jump button is pressed during a Bite, Rayne forcefully kicks her victim away, sending him flying with the same force as a Rebound Kick.

Harpoon/Bite

The Harpoon is a light throwing knife attached to a chain at her left wrist. It offers a ranged weapon that's always available, giving her strike capabilities up to 60 feet away. It is thrown when the Harpoon button is pressed and returns to its sheath at her wrist automatically when the button is released.

Auto-Aiming

The Harpoon chooses its target automatically using an auto-aim system similar to the guns. It chooses the enemy character nearest the center of the hero's current aim. The closer the enemy is to the center of her view, the more accurate her shots will be. Dead center is a head shot. The further away from center leads to torso, then arms, then hands. Her accuracy cone can be enlarged by upgrading weapon skills. If no enemy characters fall within the aiming cone, the Harpoon seeks out terrain into which it can stick. Certain obvious pieces of geometry can be pulled, damaged, or broken by the Harpoon.

Capture enemy

The primary function of the Harpoon is to assist with Rayne's bite attack. If the player releases the button before the Harpoon strikes, the knife merely stabs and then automatically retracts to its sheath; however, if the player holds the Harpoon button when it strikes an enemy, the enemy is yanked toward her. The enemy is flung toward Rayne, pulled by the rapidly retracting chain based on its weight. The victim stops moving and collapses to the floor if he collides with something along the way (a pillar or table or other obstacle) and the knife automatically releases itself and returns to its sheath.

At yank time, the Harpoon exerts a one-time force on both Rayne and whatever she's hooked into. Rayne has a programmatic weight advantage, meaning most enemies are flung toward her. (Wishlist) But when the Harpoon sticks into a massive enemy, the forces of the chain pull her toward the hook location. If she's drawn across the floor by the force of the yank, Rayne reverts to rail sliding animations briefly until she slides to a stop. If she's pulled into the air (if she Harpooned a big guy above her) she plays the same animation that's used for grappling hook.

The victim plays a special animation as he's hurled toward his doom. A slight vertical force is applied to elevate the victim off the ground so he'll fly over low obstacles. Once the victim is in range and the knife has returned to its sheath, Rayne gracefully kicks him out of the air. He crashes to the ground on his stomach or back based on which side Rayne Harpooned, making a ready meal.

Bite

If Rayne is close to a victim she does not harpoon. Instead she begins feeding. If the victim is lying on the ground, she drops down, mounting him in a semi-erotic fashion and feasts on him.

Standing bites allow Rayne to use the victim as a human shield by turning his body to interpose it between her and other enemies.

While Biting, she is vulnerable in that she cannot attack while biting.

Depending on her accuracy (how much she has the enemy centered in her view), Rayne may yank only a chunk of the enemy, bringing an arm or head to her. She catches the body part and munches on it (just like a small animal) for a little health until it is drained or the player releases the Harpoon button.

Grab a snack

Rayne can Harpoon a small animal for a snack, just skewer it and eat it like a kabob.

Break terrain

Noticeably weakened areas of the environment can be pulled loose with the Harpoon, spilling debris on top of enemies or pulling the ground out from underneath them, causing them to fall. Certain specific items in the world can be pulled, causing avalanches or otherwise tumbling debris from its place. Most of these items move slightly or otherwise indicate their mobility to the player. Based on their ground type, weight and point at which the Harpoon hooks, they fly from their perch when the Harpoon yanks.

Grappling hook (wish list)

The player can override the aiming causing the knife to fly upward at a 45-degree angle so it can function as a grappling hook.

If it hooks into a solid piece of the terrain, the Harpoon actually draws Rayne toward the hook point very rapidly (in basically a straight line to avoid issues with collision). If she's pulled across the floor (basically horizontally), she

reverts to a rail slide-style motion, otherwise, a custom animation of her being flung through the air.

The Harpoon remains hooked in the terrain until a.) Rayne collides with something that prevents her from moving closer or b.) the player releases the Harpoon button or c.) she reaches the point of penetration. Rayne can Tarzan her way across an environment by shooting a sequence of grappling hooks to pull her across a level.

Sling (big-time wish list)

If the primary control stick is pressed up, left or right when the yank occurs, the victim is hurled in that direction relative to Rayne. The player can choose to hurl a victim to Rayne's left or right or over her head. This technique is useful for hurling victims into machinery behind her, over ledges or into pursuing enemies.

Ski (Super Monkey Balls wish list)

Rayne can hook her harpoons into a moving vehicle and switch her movement mode to rail slide, effectively skiing behind the vehicle.

Projectile Weapons

Auto-draw/holster

When the left trigger is hit, Rayne will holster any weapons she is holding other than pistols and grenades in a blur of motion. At the end of the attack or action she automatically draws the last weapon/s in another blur of motion.

Auto-pickup/discard

Rayne will automatically pick up any weapon that she walks near as long as she has a spot for it and it has ammo. If her inventory is full, Rayne automatically compares any available weapons to her current ones and will switch out so the player has the most powerful weapons with the most ammo with the exception of "Special" weapons (see "Special weapons" below). The player can adjust Rayne's preference to place higher priority on ammo or gun power with a slider in the start menu.

Weapons on the ground that are better than ones in Rayne's hands will be highlighted so the player can quickly run over the better guns.

Once a weapon is empty she fires a couple dry rounds (to indicate to the player the gun is empty) and throws it on the ground.

Auto-aim

The guns are all auto-aim and choose the nearest enemy character nearest the center of the hero's current aim. When enemies are present, Rayne's arms are poised aiming directly at the targets. The closer the enemy is to the center of her view, the more accurate her shots will be. Dead center is a head shot. The further away from center leads to torso, then arms, then hands. Her accuracy cone can be enlarged by upgrading weapon skills. If no enemy characters fall within the aiming cone, the arms relax but the guns will auto target terrain or objects that are breakable when the fire button is hit. Certain obvious pieces of geometry can be damaged or broken. The only exception to auto aim is grenades (see below).

Ammo Count

An ammo count shows discreetly on the screen detailing the guns currently in Rayne's hands (grenades have no ammo count). When she holsters the guns the ammo count disappears. When she changes modes/weapons, the ammo count reflects the change.

Storage

Rayne can hold a small arsenal on her body. Up to six handguns and/or small submachine guns on her belt. Up to four rifles and/or large submachine guns on her back. Up to two grenades on her belt. One "Special" weapon on her back.

Handguns/Rifles/Submachine Guns

She can hold any handgun, rifle, or submachine gun in a single hand. That means she can go guns akimbo with any of these basic guns.

Grenades

Grenades are thrown in an arc and can be used to throw over bunkers or bounced around corners. The distance

thrown is dependant on angle the player has the camera. Grenades are on a timer so they can be “cooked” by holding the trigger for a few seconds before releasing. Note: If a grenade has been thrown either by the Player or an enemy, the Player can run over to it and automatically Rayne will kick it in the direction she is facing. This can be used to kick a grenade away, or even towards the thrower. Risky, but spectacular. Similarly, other soldiers may pick up a thrown grenade and immediately throw it away or towards the player depending on courage and/or intelligence. Or, depending on the same criteria, they may jump on the grenade to protect their buddies.

Special weapons

Special weapons have their own unique properties that don't fit into the regular gun category. The universal similarity is that all Special weapons require two hands – either to cock or use. Since Rayne only has one slot for these, if she has a Special weapon already and comes across another, she will automatically trade if the player gets close enough. If the player wants to trade back they need only approach the other gun again.

Machine Guns

Rayne can hold one of these tripod-mounted monsters like a human would hold a rifle or submachine gun. In other words, it takes both hands, but she can still run and jump with no extra effort.

Double Barrel Shotgun

A double barrel holds two shots. Lightly tapping the button shoots one at a time. Fully depressing it fires both barrels. Since we can't double the amount of buck because of rendering limitations, we need to double the damage and make a bigger muzzle flash. Short to medium range but wide spread damage.

Pump Action Shotgun

A pump action holds 7 rounds. Short to medium range but wide spread damage.

“Sniper” rifles

Rifles like the G43 that aren't necessarily specifically sniper rifles. In other words, it doesn't have to have a scope to be

considered a Special sniper rifle. The determining factor is accuracy. These guns are the only guns that are 100% accurate and ideal for using with Extruded Vision.

Flamethrower

Self-contained gun. Shoots high-velocity jets of flame medium range. It can catch multiple victims on fire allowing them to catch others on fire, too. Lightly holding the trigger has short range and uses minimal fuel. Fully depressing trigger has medium range but exhaust the fuel quicker.

Grenade Launcher

Experimental German launcher. It holds 10 grenades.

Armor piercing sniper rifle

Giant armor piercing rifle. Great for shooting through tanks (or mechs!) to kill the pilot but keep the vehicle in decent shape. Huge high caliber bullets - 7 of them.

Rocket launcher

Basic model is one-shot only, and an advanced version fires 3 rounds. It's the best gun because of the massive damage, splash damage and armor piercing capabilities.

Light gun

Experimental Nazi weapon that shoots rays of sunlight. Great for vampires, but only temporarily blinds humans.

Other Experimental Nazi weapons?*Mounted Weapons*

At various points in the Nazi-based levels, Rayne comes across weapon mounts that can only be used from their installed location. Heavy cannons, tanks and other very big guns are put in strategic location and used for a variety of gameplay purposes.

Weapon Stats

<u>Gun</u>	Fiat Rivelli (S) <u>Ammo</u>	<u>RoF (per sec)</u>	
P38		2	20-60
Luger	7	2	35-115
Rifle	10	1	80-130
MP34	7	4	20-60
Grease Gun	30	5	35-115
SG44	30	8	80-130
DB Shotgun (S)	50	15 pellets	20-60
P. Shotgun (S)	2	15 pellets	80-130
G43 (S - 100% acc.)	7	1	40-70
Flame Thrower (S)	7	8-15	100-150
	150	15	
		<u>Damage</u>	

Vision

By default, Rayne can see in near-dark conditions. She always has a small illuminated area around her, even in pitch black, indicating her perception. It isn't actual light. Enemies can't see it. It's merely a representation of her perception, a way to let the player see what she senses around her.

Aura Sense

This depletes the Bloodlust meter (see above). One of Rayne's innate powers is the ability to sense life. Also serving a dual function as night-vision, Aura Sense allows her to "see" living prey regardless of the circumstances. Aura's can be obscured by thick walls, but fog, smoke and darkness do nothing to prevent Rayne from detecting the presence of living prey.

With a motion blur to all, Aura Sense mode brightens the world in an additive blue tint, highlighting potential victims as bright glowing clouds. These auras drift around the bodies to which they are attached. If there is too much fog or too little light, only the aura is visible.

Auras are color-coded based on the attitude of the victim. If he's in a relaxed state (patrolling, standing guard, etc.)

the Aura is red and depending on his health is more or less intense. So a healthy unaware enemy will appear bright red. An unhealthy, unaware enemy will be dim red. Rayne can safely feed for a whole meal if she catches her victim off guard.

If he is in an alerted state (chasing, hunting, etc.) and healthy his Aura appears bright green. As he loses health the aura goes from green to yellow to orange to red and becomes dimmer. Once the enemy's health is at red, he can safely be eaten but Rayne doesn't get much of a meal. If Rayne attempts to bite before that, she is likely to get thrown off and hurt.

Extruded Vision

This is zoom vision and depletes the Bloodlust meter (see above) only when Rayne zooms forward. This vision mode allows Rayne to see into the distance as though she is looking through binoculars and doubles as a first person look/sniper mode. The representation starts as simply a first person mode. Once the player zooms in, the power is truly enacted and a tunnel vision effect with white edges turns on to indicate that the Bloodlust meter is depleting. Fog is pushed farther out since the viewing frustum is tighter, so the view distance is greatly increased.

The player cannot move in this mode, they can only turn and look with the right stick. Forward and back on the d-pad or left stick zooms in and out.

Dilated Perception

This depletes the Bloodlust meter (see above). Rayne will find a special item that allows her enhanced perception. It gives her the ability to "slow down" time. In actuality, she's simply processing sensory information so fast, everything (including herself) seems to be moving in slow motion. This allows the player better control for hitting targets and evading attacks. Taking some liberties, we will also slow down bullets to an extent to allow literal bullet dodging.

The visual representation is motion-blurred edges of the screen.

Blood Storm

After Rayne feeds on her first vampire in the castle, she gains the semi-automatic defense mechanism called Blood Storm. Every time Rayne's health drops below 10% the Bloodlust meter will flash for 2 seconds. If the player hits the Bite button in that time Rayne launches a "smart-bomb" attack, vaporizing any enemy in a radius based on her Bloodlust meter. This transforms any enemies caught in the radius into a cloud of blood that then bathes and regenerates Rayne. If the Bloodlust meter is empty or too low (under 10), the smart-bomb is a dud and won't affect anyone. Above that, it spreads out up to 30 feet according to the meter. Blood Storm causes the entire Bloodlust meter to deplete, but potentially saves Rayne's life. It doesn't inflict enough damage to automatically kill a fully healthy boss-type character, though.

If the player doesn't hit the button in those two seconds they miss their chance, but save their Bloodlust meter. Blood Storm resets when Rayne gets above 10% health again.

Stats / Experience Points

All of Rayne's abilities are governed by a set of Statistics. At various points throughout the game the player is given the choice of which Stats to increase. He is given three points by default to distribute as he wishes. Additional points are rewarded for every 100 points of Bloodlust he earns during the preceding scenes. A maximum of ten points per Level-Up prevents Rayne from growing too powerful too quickly. The Start Button Menu displays Rayne's stats and the number of Stat points she has earned so far.

Stats can be increased at the following times:

- 1) Louisiana, upon entering the Old Town.
- 2) Louisiana, end of Act.
- 3) Argentina, upon entering the Temple.
- 4) Argentina, end of Act.
- 5) Germany, upon entering the second castle.
- 6) Germany, end of Act.

Stats

Each Stat represents a certain aspect of Rayne's abilities. They range from 1 to 10. The stats are balanced so that each point added benefits the player in a similar degree. (I.e. five points of Strength are as beneficial as 5 points of Resistance. The player simply chooses to increase the Stats that most appropriately fit his playing style.) Note that the values for these must be strenuously play tested to develop the proper balance.

Strength

Strength indicates how much damage is done by non-gun attacks. The damage inflicted by Blades, Harpoon and Rebound Kicks is multiplied by ten percent per point of Strength.

Resistance

Resistance is Rayne's ability to withstand damage. For each point added to the Resistance Stat, the amount of damage she sustains from attacks is reduced by a ten percent.

Accuracy

Each point of Accuracy widens the auto-aim cone by fifteen degrees, making it easier to target enemies lethally further from the center of Rayne's field of view. Her field of view is 160 degrees. The farther from the center of view, the less accurate her shots. Furthest out is hand shots, then forearms, then upper arms, then torso, then head. With each upgrade she increases the proportion of head shots and torso shots to hands and arms. At the highest level, Rayne can hit two stationary targets in the head at each end of her 160 degree view.

Paranormal

The rate at which her supernatural powers drain her Bloodlust meter is affected by Paranormal. At high levels, the drain is almost negligible.

Acquired Abilities

Throughout the game, Rayne gains new powers/weapons. Each of these is discussed in greater detail in the document above.

Harpoon

Rayne's mentor gives her the harpoon at the end of the cemetery.

Spinning Blades

When Rayne's mentor is killed in Act 1, Rayne acquires the Spinning Blade mechanism from her Mentor's weapon.

Slow Motion

The Eye of Beliar, acquired near the end of the Argentina Act, gives the player control over the Slow Motion power.

Blood Storm

The first time Rayne feeds on a vampire in the castle, she gains the automatic defense power called Blood Storm.

Start Menu

Pressing the Start Button pauses the game and brings up a menu and other useful information.

Start Menu

This screen refers to the first menu screen (not the in-game menu) Navigation within the menu is a simple act of moving the highlight via the D-pad or Left Analog Controller. The A/X button accepts the choice. The B/Circle button cancels back to the previous level of the menu. The Start button returns to normal gameplay at any time.

Continue

Finds newest save game and loads it automatically (this only shows up if a memory card is present with save games)

New Game

Brings up a difficulty selection (easy, medium, hard) and starts a new game.

Load

Brings player to load screen to choose file.

Options

Brings player to options sub-menu:

Controls

1. Cycle control schemes (there needs to be at least five different button configs)
2. Choose analog or digital control
3. Choose whether left/right is strafe or turn
4. Check box for inverse look (like aviation controls)
5. Check box to enable quickturn (double tap back)
6. Check box for auto-center camera
7. Slider for X-axis sensitivity for right stick
8. Slider for Y-axis sensitivity for right stick

Gameplay

1. Check box for showing weapons on body
2. Target lock-on: choose "nearest", "cycle", or "off"
(**Nearest** targets the closest enemy each time the lock-on is used. **Cycle** selects the next enemy in the list of valid targets each time the player activates the lock-on. **Off** negates target lock-on for those player using left and right for turning instead of strafing)
3. Slider for camera fx frequency
4. Slider for ammo vs. quality preference
(ammo===[]==quality)
5. View Stats should bring up new screen that displays the current Stat levels and Experience points. The player can scroll through the different stats to display brief descriptions of each in a small window beside the display.

Extras (wish list)

Like Spiderman after beating the game or entering cheat code new options are opened, such as concept art, other cheats, etc.

In-Game Menu (Pause)

Hitting start during the game freezes the action and the camera moves slowly around Rayne like the Matrix. A menu is overlaid:

Resume

Returns to game.

Objectives

Brings up objective list.

Save

Brings player to save screen.

Load

Brings player to load screen.

Options

Brings player to options menu.

Quit

Brings player to start menu.

Skip Scene

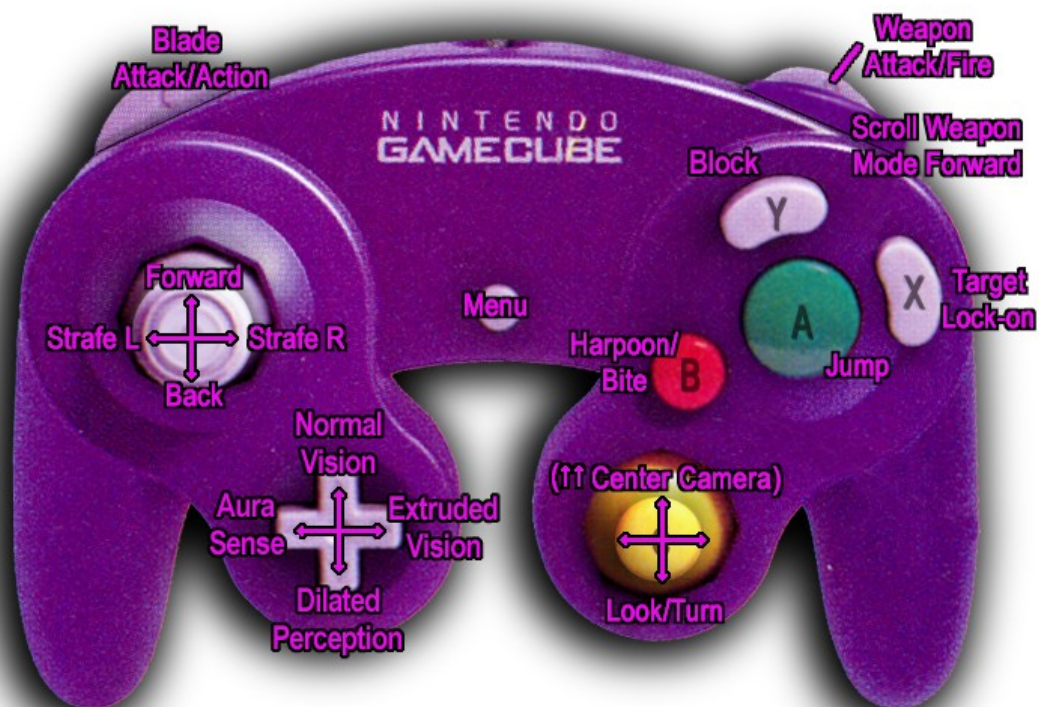
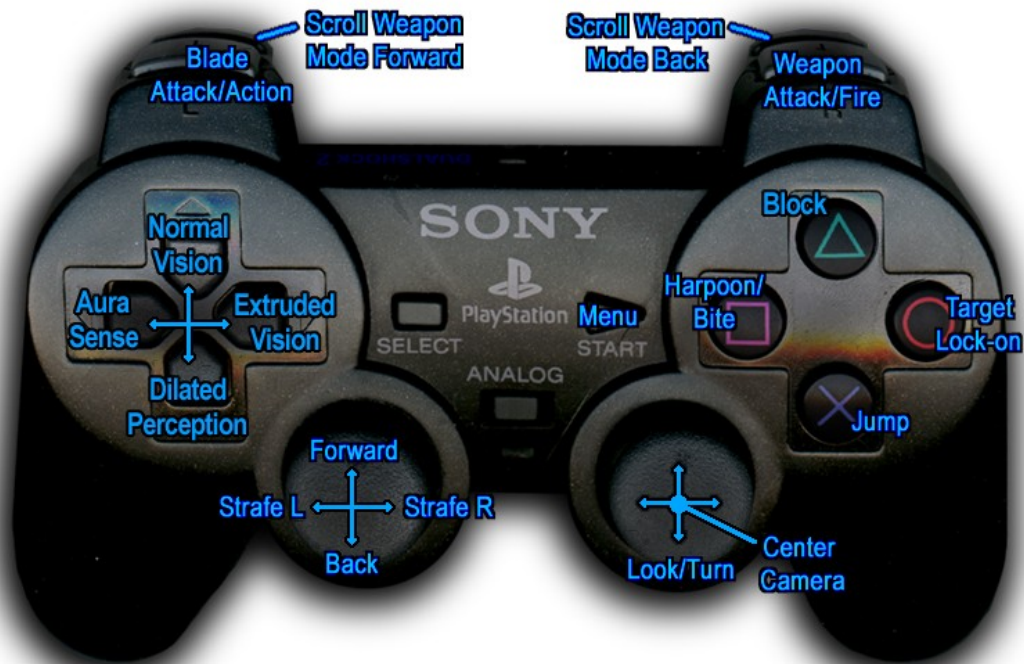
This only comes up during a cinematic. Choosing this skips to the end of the scene.

Save Game

The game automatically saves at key points. The design is such that these moments occur at about ten minute intervals. A confirmation dialog pops up asking: "Autosave or Save in New Slot?" Autosave overwrites the current slot. Save in New Slot brings up the Memory Card manager dialog (the same that is used for Loading), allowing the player to choose a new slot to write to. This way, the player can make incremental saves.

For PC we need save anywhere if possible!

Controls





Default Controls Overview

Red = All consoles, Blue = PS2, Purple = GC, Green = XBOX, Grey = PC

*Movement **D-Pad/Analog Stick 1** WASD*

Walk, Run, Strafe

A1 allows player to adjust speed from walk to run depending on the depression of the stick. D-pad and WASD is full run only (unless modified with SHIFT). Up is forward. Down is back. Left/right are strafes.

On Rails/tightropes

If Rayne is facing a downward slope, she will rail slide. Forward/backward speeds or slows her to a max and min determined by the slope. If Rayne is facing a level or upward slope she will tightrope across. Forward is forward. Back is back. The Right Stick allows Rayne to turn her torso to face enemies and whatnot. Turn enough and Rayne turns completely around on the rail. If, initially she was

facing downhill and sliding she will turn, skid to a halt and any movement now becomes tight roping...and vice versa.

Left/right movement affects bank, allowing the player to make slight adjustments to keep Rayne's balance.

*“Mouselook” **Analog Stick 2 Mouse***

Look/turn

A2 acts similar to a mouselook. Left and right turn the character. Up and down rotate the camera up and down. Preferences can be set in menu if player prefers aviation style controls (i.e. up moves camera down). There is also separate x and y axis sensitivity.

Center View **A2 Button A2 Button Double tap up**

Resets the view to the default camera angle.

*Action **Left Trigger 1 Mouse 1***

Action

When in appropriate locations (in front of a door or NPC) and no enemies are around, Rayne performs actions such as opening doors, pulling levers, flipping switches, talking to people instead of attacking.

*Blade Attacks **Left Trigger 1 Mouse 1***

Rayne's attacks are set to work in combo strings of three. By default she has three levels of attacks in each direction. When target locked-on there are three more sets of three string combos for left, right, and back input on A1/D-pad. Any Level 2 can follow any Level 1. Any Level 3 follows any Level 2.

When Rayne enters Blood Rage her she starts at any Level 3 attack. She cannot perform a Level 1 or 2 attack in Blood Rage. Instead of combo stings consisting of 1, 2, 3 – in Blood Rage, the combo strings are 3, 4, 5.

Light Default/Forward Blades **LT1 (Light tap) Mouse 1**

Level 1

Rayne executes a quick swipe forward (alternates left and right).

Level 2

Directly following a Level 1 attack, Rayne executes a backward flip kick forward.

Level 3

Directly following a Level 2 attack, Rayne can scissor a victim in two. In Blood Rage mode, Rayne starts each attack at level 3.

Level 4

In Blood Rage mode, directly following a Level 3 attack, Rayne will jump in the air kicking multiple times before landing.

Level 5

In Blood Rage mode, directly following a Level 4 attack, Rayne will flip in the air coming down hard with both blades.

**Heavy Default/Forward Blades LT1 (Full Tap) Left
CTRL+Mouse 1*****Level 1***

After being upgraded, Rayne's blades can be forced to spin like a propeller in an attack. This causes more damage than Light Attack Level 1 but takes longer to execute (alternates left and right).

Level 2

Directly following a Level 1 attack, Rayne executes a forward flip kick forward.

Level 3

Directly following a Level 2 attack, a full press of the weapon fire in causes Rayne to unleash both blades in a spinning pirouette, slashing a 360-degree arc of slaughter around her in the general direction pressed on A1/D-pad. We call this the Spinning Death Blossom. In Blood Rage mode, Rayne starts each attack at level 3.

Level 4

In Blood Rage mode, directly following a Level 3 attack, Rayne will perform an upside down spin kick (like Chun Li's from street fighter).

Level 5

In Blood Rage mode, directly following a Level 4 attack, Rayne will perform a flying spinning Death Blossom upside down.

Light Directional Blades LT1(Light Tap)+A1/Dpad
Mouse 1+WASD***Level 1***

Rayne executes a quick elbow impale left or right. Back does an impalement behind (alternates left and right).

Level 2

Directly following a Level 1 attack, Rayne executes a roundhouse kick left or right and a handstand kick back.

Level 3

Directly following a Level 2 attack, Rayne can scissor a victim behind, or spin for a backhanded slash left or right. In Blood Rage mode, Rayne starts each attack at level 3.

Level 4

In Blood Rage mode, directly following a Level 3 attack, Rayne will jump in the air kicking multiple times before landing in the direction pressed. Backwards she flies like a reverse Superman.

Level 5

In Blood Rage mode, directly following a Level 4 attack, Rayne will flip in the air coming down hard with both blades in the direction pressed.

Heavy Directional Blades LT1(Light Tap)+A1/Dpad
Left CTRL+Mouse 1+WASD***Level 1***

After being upgraded, Rayne's blades can be forced to spin like a propeller. A left or right attack uses opposite hands (i.e. pressing left and attacking causes Rayne to do a right handed uppercut to her left). Back does a fast multiple, alternating two-armed impalement.

Level 2

Directly following a Level 1 attack, Rayne executes a cartwheel kick left or right, and a back flip kick back.

Level 3

Directly following a Level 2 attack, Rayne unleashes both blades in a spinning pirouette, slashing a 360-degree arc of slaughter around her in the general direction pressed on A1/D-pad. We call this the Spinning Death Blossom. In Blood Rage mode, Rayne starts each attack at level 3.

Level 4

In Blood Rage mode, directly following a Level 3 attack, Rayne will perform an upside down spin kick (like Chun Li's from street fighter) in the direction pressed.

Level 5

In Blood Rage mode, directly following a Level 4 attack, Rayne will perform a flying spinning Death Blossom upside down in the direction pressed.

Light Blades Lock-on **B O X+A1/Dpad+L1 Light Tap**
Left ALT+WASD+Mouse1

Level 1

Left or right causes Rayne to execute a quick forward uppercut swipe with the appropriate hand. Back causes a forward uppercut with both hands.

Level 2

Directly following a Level 1 attack, Rayne executes a roundhouse kick with her left or right foot for left and right. Back achieves a forward scissor kick.

Level 3

Directly following a Level 2 attack, Rayne executes a vertical scissor chop appropriately for the left or right. Pressing back achieves a low scissor chop. Rayne will start at this level in Blood Rage mode.

Level 4

In Blood Rage mode, directly following a Level 3 attack, Rayne will jump in the air scissor kicking multiple times on the left or right before landing in the direction pressed. Backwards she flips prior to bicycle kicking.

Level 5

Only in Blood Rage mode, directly following a Level 4 attack, Rayne executes a spinning angled helicopter attack on the left side or right side. Press back and Rayne does a forward fast multiple chopping move (similar to Baraka's from Mortal Kombat).

Heavy Blades Lock-on **B O X+A1/Dpad+L1 Full Tap**
Left CTRL+Left ALT+WASD+Mouse1

Level 1

Rayne executes a turning propeller backhand with her left hand or right hand accordingly. Back executes a dual propeller uppercut.

Level 2

Directly following a Level 1 attack, Rayne executes a cartwheel kick on the left or right side. Back will cause a back flip kick aimed forward.

Level 3

Directly following a Level 2 attack, Rayne executes a spinning angled helicopter attack on the left side or right side (similar to Level 5 Left and Right Light Attacks, but longer duration). Back has a similar effect with Rayne executing a spinning upside down helicopter attack with an upward trajectory

Level 4

Only in Blood Rage mode, directly following a Level 3 attack, Rayne executes a sideways spin kick (like Chun Li's but not upside down) on the left or right. Back affords an upright spin kick (exactly opposite to Chun Li's)

Level 5

Same as Level 5 Default Heavy Attack.

*Weapon fire **Right Trigger 1** **Mouse 2***

Fire Weapon

Tap the button to fire a weapon while in Heavy, Light, or Special gun modes (see below).

Throw Grenade

Tap the button to throw a grenade. Distance thrown is based on angle of camera. Player can “cook “ the grenade by holding the button for a few seconds so it goes off very close to when it hits.

*Jump **A Button X Button A Button** **Space***

Jump

She can jump in any direction, so if she's sidestepping, she jumps in that direction while facing forward. The longer the button is depressed the farther she will jump up to a max distance. The player can also steer in the air using the left stick or d-pad.

Harpoon/Bite **X Button** **[] Button** **B Button** **E**

Harpoon

If there is no victim in range to Bite, Rayne slings the Harpoon knife from her wrist.

Bite

If a victim is close enough, Rayne grabs him or pounces on him and sinks her fangs into him.

Target Lock-on **B Button** **O Button** **X Button** **Left ALT**

Enemy Lock-On

When an enemy is near, this button can be held to lock-on to him, allowing for maneuvers like circle strafing. This overrides A2 as all turning is done with lock-on. In control options, the button can be set to always lock on nearest enemy, or set to scroll one by one through each nearby enemy each time the button is hit. If it is set to nearest, the engine will choose the nearest enemy at the moment the button is depressed. The player will remain locked on to this enemy even if other enemies get closer. Lock on will remain until the player releases the button or the enemy is killed. If an enemy gets closer than their lock-on target and the player wants to target the new nearest enemy they need only release the lock-on button and depress it again.

As soon as the locked-on target is killed, lock-on becomes a normal strafe. Also, the camera smoothly transitions back to center.

Block **Y Button** **Δ Button** **Y Button** **CAPSLOCK**

Block

Blocking is a useful tool when fighting but Rayne can only hold a block for a second or two. She is vulnerable for a second before being able to block again. This is to balance the game in the favor of attacking versus defending. Soon in the game, Rayne gets the spinning hinges for her blades and will utilize a propeller block from then on. This is beneficial against soft bodied enemies like humans who

are likely to lose a hand if they punch while this block is triggered.

*Vision Modes **D-Pad (or A1) Bottom Row: Z, X, C, V***

Vision Modes

A HUD will show four choices and they are in the four cardinal directions. D-pad accesses these. North is normal mode. East is Extruded Vision. West is Aura Sense. South is Dilated Perception. Press the d-pad /A1 towards the mode you want and the game will immediately change to the new vision mode.

Extruded Vision (D-pad/A1 right X)

This “zoom vision” mode allows the player to go into first-person view. Rayne cannot move when in this mode as A1 zooms in and out. A2 rotates the view (like normal).

Aura Sense (D-pad/A1 left Z)

Aura Sense gives an indication of vulnerability and health of enemies. This mode also doubles as a nightvision.

Dilated Perception (D-pad/A1 down C)

Rayne’s perception heightens (time goes slow-mo) allowing her to literally dodge bullets.

Normal Vision (D-pad/A1 up V)

*Scroll Weapon Modes **Blk/Wht Button L2/R2 Button Z Button 1, 2, 3, 4***

On Screen Menu

Without pausing the game, a discreet onscreen menu appears to aid in scrolling back (**Wht, L2**) and forth (**Blk, R2**) through the four possible modes (Note: Gamecube can only scroll one direction). A unique sound accompanies each mode. Metal shears for blades only (for when player runs out of ammo from another mode), heavy metal clicking for Heavy Guns, light metal clicking for Light Guns, ? sound for grenades, unique sound for each special gun.

Heavy 1

This mode will select the most powerful handguns, rifles, and/or submachine guns for each hand that Rayne has in her inventory. As weapons are emptied she automatically goes down the list picking the next powerful weapons.

Light 2

The player can switch to the reverse order, using the least powerful weapons first if he wants to save the other guns for later.

Special 3

There are a number of special weapons throughout the game, all of which require both hands to use, so this is a separate mode available when one of those weapons is on-hand.

Grenades 4

Grenades are a custom weapon type that doesn't fit into any other category. Grenades are thrown weapons with a timer that can bounce and ricochet around corners.

Menu **Start** *ESC*

Menu

Pressing the Start button pauses the game and presents a list of commands including: Save, Load, Options and Quit. It also briefly lists Rayne's current goals and other useful information.

Advanced Controls Overview

Advanced movement **D-Pad/Analog Stick 1(Left)**

Dash (Hold up on A1/D-pad or W for a couple seconds)

A quick double-tap forward sets Rayne into Dash mode.

Quickturn (A1 Button A1 Button not an option not an option)

Rayne will immediately turn 180 degrees. This maneuver can even be performed while jumping, performing a mid-air flip.

Context sensitive attacks **Left Trigger 1**

Attack On The Ground (L1)

If an enemy is on the ground and the player does a blade attack, Rayne will fling the blades down impaling the

lowlife (ha ha...get it?), finished with her swiping the blades in opposite directions effectively dismembering the victim.

*Rebound jump/kick **A Button X Button A Button Space Bar***

By “double jumping” (hitting jump while already in the air from a jump) Rayne goes into a spiraling horizontal move (feet first) for approx. 8-10 feet. If Rayne does not make contact with anything she transitions into a controlled fall. However, if she hits a piece of the set or an actor, Rayne transitions into a Rebound Jump or a Rebound Kick.

Alternate Mid-air quick-turn (While in air: **Back on D-pad/A1+A X A S+Space Bar**)

Rayne will torpedo slice the air in the opposite direction of her original jump heading.

Rebound Jump

If jump is pressed again while Rayne is adjacent or close to a wall during a jump, she will spiral toward it and kick off from the wall at a complimentary angle effectively Rebound Jumping. This allows the player to reach higher areas.

A moment before the rebound, after the camera has turned, the player can direct the rebound jump at 45-degree increments.

Rebound Kick

Pressing Jump again while adjacent or close to another character or dynamic environment, makes Rayne spiral toward the target and perform a damaging Rebound Kick. Chairs are broken. Men are knocked forcibly away. Windows shatter as Rayne crashes through them and lands on the other side like Trinity from the Matrix in the opening scene. Windows will have a special property similar to rails and will have a “magnetic” radius that sucks Rayne towards the center of a window to help players easily perform this move.

Console Secondary Control Scheme

Red = All consoles, Blue = PS2, Purple = GC, Green = XBOX

*“Driving and Steering” **D-Pad/Analog Stick 1***

“Driving and Steering”

This control mode is an alternative for players less used to Halo dual stick controls and more used to Resident Evil style. Up on D-pad/A1 causes Rayne to move forward. Back makes her backpedal. Left and Right “steer” or turn her in those directions.

On Rails/tightropes

Just like Default controls, if Rayne is facing a downward slope, she will rail slide. Forward/backward speeds or slows her to a max and min determined by the slope. If Rayne is facing a level or upward slope she will tightrope across. Forward is forward. Back is back. Unlike the Default controls the Left Stick allows Rayne to turn her torso to face enemies and whatnot. Turn enough and Rayne will turn completely around on the rail. If, initially she was facing downhill and sliding she will turn, skid to a halt and any movement now becomes tight roping...and vice versa. Also, unlike the default controls, there is no chance that Rayne will lose her balance on rails/tightropes (she has no way to lean without strafe on A1).

*Look Up or Down **A2***

Look Up or Down

A2 is for only looking vertically as turning is performed on A1/D-pad.

*Strafe/Target Lock-on **B Button O Button X Button***

Strafe/Enemy Lock-On

When no enemy is near, Rayne strafes. This is the only way to strafe in this secondary control scheme. When an enemy is near, this button can be held to lock-on to him, allowing for maneuvers like circle strafing. Same as Default Control, the player can go to control options, and the strafe/lock-on button can be set to always lock on nearest enemy, or set to scroll one by one through each nearby enemy each time the button is hit. If it is set to nearest, the engine will choose the nearest enemy at the moment the button is depressed. The player will remain locked on to this enemy even if other enemies get closer. Lock on will remain until

the player releases the button or the enemy is killed. If an enemy gets closer than their lock-on target and the player wants to target the new nearest enemy they need only release the lock-on button and depress it again.

As soon as the locked-on target is killed, lock-on becomes a normal strafe. Also, the camera smoothly transitions back to center.

All Other Controls are Identical to Default Controls Above

Console “South Paw” Control Scheme

Red = All consoles, Blue = PS2, Purple = GC, Green = XBOX

Movement **Analog Stick 2**

Walk, Run, Strafe

A2 allows player to adjust speed from walk to run depending on the depression of the stick. Up is forward. Down is back. Left/right are strafes.

On Rails/tightropes

If Rayne is facing a downward slope, she will rail slide. Forward/backward speeds or slows her to a max and min determined by the slope. If Rayne is facing a level or upward slope she will tightrope across. Forward is forward. Back is back. The Left Stick allows Rayne to turn her torso to face enemies and whatnot. Turn enough and Rayne turns completely around on the rail. If, initially she was facing downhill and sliding she will turn, skid to a halt and any movement now becomes tight roping...and vice versa.

Left/right movement affects bank, allowing the player to make slight adjustments to keep Rayne's balance.

“Mouselook” **Analog Stick 1**

Look/turn

A1 acts similar to a mouselook. Left and right turn the character. Up and down rotate the camera up and down. Preferences can be set in menu if player prefers aviation

style controls (i.e. up moves camera down). There is also separate x and y axis sensitivity.

Center View A1 Button A1 Button Double tap up

Resets the view to the default camera angle.

Jump D-Pad Down

Jump

She can jump in any direction, so if she's sidestepping, she jumps in that direction while facing forward. The longer the button is depressed the farther she will jump up to a max distance. The player can also steer in the air using the left stick or d-pad.

Harpoon/Bite D-Pad Left

Harpoon

If there is no victim in range to Bite, Rayne slings the Harpoon knife from her wrist. If the player is pushes up on the controller, she uses the Harpoon as a grappling hook, ignoring the auto aim and throwing it up at a 45-degree angle.

Bite

If a victim is close enough, Rayne grabs him or pounces on him and sinks her fangs into him.

Target Lock-on D-Pad Right

Enemy Lock-On

When an enemy is near, this button can be held to lock-on to him, allowing for maneuvers like circle strafing. This overrides A1 as all turning is done with lock-on. In control options, the button can be set to always lock on nearest enemy, or set to scroll one by one through each nearby enemy each time the button is hit. If it is set to nearest, the engine will choose the nearest enemy at the moment the button is depressed. The player will remain locked on to this enemy even if other enemies get closer. Lock on will remain until the player releases the button or the enemy is killed. If an enemy gets closer than their lock-on target and the player wants to target the new nearest enemy they need only release the lock-on button and depress it again.

As soon as the locked-on target is killed, lock-on becomes a normal strafe. Also, the camera smoothly transitions back to center.

*Block **D-Pad Up***

Block

Blocking is a useful tool when fighting but Rayne can only hold a block for a second or two. She is vulnerable for a second before being able to block again. This is to balance the game in the favor of attacking versus defending. Soon in the game, Rayne gets the spinning hinges for her blades and will utilize a propeller block from then on. This is beneficial against soft bodied enemies like humans who are likely to lose a hand if they punch while this block is triggered.

*Vision Modes **4 Primary Buttons***

Vision Modes

A HUD will show four choices and they are in the four cardinal directions. D-pad accesses these. North is normal mode. East is Extruded Vision. West is Aura Sense. South is Dilated Perception. Press the d-pad /A1 towards the mode you want and the game will immediately change to the new vision mode.

Extruded Vision (B, O, X)

This “zoom vision” mode allows the player to go into first-person view. Rayne cannot move when in this mode as A1 zooms in and out. A2 rotates the view (like normal).

Aura Sense (X, [], B)

Aura Sense gives an indication of vulnerability and health of enemies. This mode also doubles as a nightvision.

Dilated Perception (A, X, A)

Rayne’s perception heightens (time goes slow-mo) allowing her to literally dodge bullets.

Normal Vision (Y, Δ, Y)

All Other Controls are Identical to Default Controls Above

PC Exclusive/Alternative Controls

Grey = PC

*Always Run **Check Box in options***

*Run/Walk **Left Shift***

*Look Up **PGDN***

*Look Down **DEL***

*Melee Attack **Enter***

Second control for those that prefer keyboard controls to mouse.

*Gun Attack **Keypad Ins***

Second control for those that prefer keyboard controls to mouse.

*Forward **Up Arrow***

Second control for those that prefer keyboard controls to mouse.

*Backward **Down Arrow***

Second control for those that prefer keyboard controls to mouse.

*Turn Left **Left Arrow***

*Turn Right **Right Arrow***

*Next Weapon Mode **] or MWheel Up***

Previous Weapon Mode [or Mwheel Down

Next Vision Mode .

Previous Vision Mode ,

*Objectives/Target List **F1***

*Save Game **F2***

*Load Game **F3***

*Controls Screen **F4***

*Quicksave **F5***

*Audio/Video **F6***

*Screenshot **F11***

*Pause Game **Pause***

Characters

Basic Motion States

All characters employ variations of their basic motions. The engine pulls a new motion at random upon the completion of the current motion. All character types have a basic attack, usually a punch (if they're humanoid).

- o Stand
- o Walk/Run
- o Hurt
- o Die
- o Attack

Advanced Motions

Most characters have several variations of each motion for variety. Hurt and Die animations are varied based on the direction of the hit. Custom motions for taking hits from the front and back produce highly realistic reactions to every attack.

Accessories

Most character types have various accessories that can be attached to make them unique.

Hats
Helmets
Masks
Satchels

Poly count

Most characters are made with 1000-1500 polygons and use a single 512x512 crammed texture. In addition to the regular model, a special low-poly version (200 polys or less) is built for use in the shadow process. The character models are single-mesh, and a second version, the gore part version, is delivered in separate pieces. The model is

cut into several pieces, and gore caps are added so that individual limbs can be dismembered while still maintaining the single mesh model. Many gore parts allow the characters to be sliced and diced in a variety of shapes and directions.

Once they die, most characters have some method by which they disappear so they don't have to be rendered constantly. Based on both a timer and a max number of corpses, bodies collapse, dissolve, turn to dust or simply disappear when they're out of sight.

Dismemberment

Rayne's basic attack—her blades—tend to chop bodies up into smaller pieces. Individual limbs go flying. Heads roll. Whenever a body part is dismembered, that particular part is removed from the character model and replaced with a simple object in the scene that can simulate against the environment. If the body is cut in half (either at the torso or pelvis) a new, duplicate character is created instead of these free-moving gore parts. Each half of the body is still a complete character in that they can play animations. Special upper- and lower-body death animations play on each body.

Character Stats

NPC and enemy behavior is based on a series of statistics.

Ranging from 0 to 10, Base stats are the unmodified or "true" stats. They are indicated by their full names. Dynamic stats represent the current value of that stat modified by the situation and environment. They are indicated by three-letter abbreviations. Over time, Dynamic stats revert to their Base values.

Combat Stats

Marksmanship (MAR)

Every attack is modified by MAR. The higher the value, the closer the attack is to its intended target. At negative values, bullets miss entirely or strikes deflect harmlessly. Base Marksmanship is a fixed value that does not change. Depending on the circumstances, the actual MAR value decreases. Starting at fifty percent of the fog distance, a character's MAR loses points until—at full fog distance—MAR is 0. After the fog calculation, MAR is further reduced based on the percentage of the character's current health. Most human character have 100 Health, so if their current HIT is 15, their MAR is reduced by 85%. MAR affects only projectile weapons. Melee attacks succeed or fail based on the actual location of the two combatants.

Vision (VIS)

Every character has a certain visual acuity that determines how much light is required for them to see. Each point of VIS represents ten percent of total light. A character with VIS 4 can only see the hero if the light hitting her is 40% intensity or more. (Ambient light and spotlights are summed up for this calculation.)

Health (HIT)

Every character has a base Health or Hit Points. Unlike other stats, HIT is a counter, not a modifier. Normal humans have about 100 HIT.

Behavior Stats

Characters choose what to do based on a variety of events and conditions. By setting up this sort of personality-based behavior, we don't have to script every scene with canned behavior. We just put a bunch of enemies in an area and let them sort out their own behavior. Some scenes require specific custom scripting, but in many cases, the enemies will simply work on their own.

Anger (ANG)

High anger levels overwhelm most other behavior. For a Loyal character, seeing a fellow comrade slain increases ANG. Receiving minor wounds and other events also increase anger. Anger equates roughly to aggression. Up to a certain point, increasing ANG increases the accuracy and damage of a character's attack. Beyond that point, a Rage state activates in which accuracy decreases. In that Rage state, the character does not react to damage. The more enraged he is, the less time he spends flinching from damage. A totally enraged character will charge at the hero, never breaking stride. They still take damage and die as usual, but they don't play their damage animation fully.

Courage (COU)

The decision to attack or flee comes from COU. COU decreases as HIT declines. Simply witnessing some circumstances can cause COU to decline. Seeing a human transform into a monster can send some human characters over the brink. A character with low Loyalty who witnesses one of his comrades slain will lose some COU. Negative courage is fear.

Intelligence (INT)

The ability to make complex decisions is based on INT. Built into the engine are certain actions that characters can take. Some actions require a higher intelligence to perform.

Loyalty (LOY)

Characters have loyalty to certain types of characters, usually of the same type. A loyal character will stay in a fight despite his fear if his fellow needs help. Soldiers with a fierce Loyalty to their cause will fight to the death. If fear exceeds Loyalty, though, that guy will flee.

Language

Characters in the game speak their own native languages, and subtitles reveal pertinent translations to the player. The Nazis speak German, and if it's important that the player understand their speech, subtitles appear. The only localization of the game occurs in the text subtitles.

Interactions

With Characters

Rayne's Rebound Jump kick and a few other forces act upon all of the characters in the game. Tackle Damage knocks characters over based on the direction of the impact. When a character is going through the motion of reacting to a Tackle, they are thrown through the air. They can strike other characters and set actors, causing the appropriate reactions.

With Set Actors

Some pieces of the environment are interactive. Special break-away wall pieces, tables and chairs, windows and other pieces of the environment can be broken by Tackle, Blade (Rayne's wrist blades do damage similar to Tackle), Explosive and other special types of damage. An enemy thrown with a Rebound Jump will do Tackle damage as he flies through the air, breaking any chair or window or fragile wall piece he hits. Most of these items have at least one intermediate state of damage before it completely shatters or crumbles. In the set itself, holes are left in these strategic locations, and the entire missing wall section is replaced by one of a series of actors to show different levels of damage.

In several game-specific locations, walls and other pieces of the terrain can be destroyed to give access to further locations within the level. These pieces are usually somewhat obvious, so the player doesn't have to hunt for them.

Falling / exploding debris damages characters who get in the way. Rayne can use this as a weapon, knocking over pillars, shattering glass and spilling debris onto opponents.

Rayne shatters normal windows when she jumps into them. Some reinforced windows (like in the sub base) require a

Rebound Kick to shatter. Some require multiple Kicks. Each hit spreads cracks further along the glass until it breaks.

Multiplayer

There are a couple of different options for multiplayer: deathmatch and co-op. Depending on the rendering power of the various consoles, special versions of the sets might be required. For Deathmatch, art is taken from the existing single-player maps and worked into a Deathmatch-style level with looping, interconnected regions that best suit multiplayer.

Deathmatch

Up to four players and seven bots (up to eight characters total) can play one-on-one deathmatch.

Players play any of the combat characters in the game including Rayne and all enemies. All characters are balanced for the deathmatch so none had an advantage over the other. Each has advantages and disadvantages based on its class. Daemites can jump and climb walls and take over enemy bodies when their health is low. Soldiers have armor, weapons and jetpacks.

Co-op

The ninja GGG boss (Rayne's equal) is a double agent. The second player during a cooperative game controls her. The game is basically the same as single-player except there is a second player joining in. The cinematics and necessary scenes still play with Rayne as the lead.

In co-op when you get to the point where you normally fight her in single-player, you still fight each other, pitting human controlled characters against each other. Regardless of who wins, the game continues.

If one of the player characters dies during Co-op, she is re-spawned at the closest checkpoint, pre-defined locations, usually set at key points in each level. If both characters are dead at the same time, they lose.

Difficulty Levels

By default, the game begins at Normal Difficulty. The player chooses when he starts the game whether he wants to change that mode to Easy or Hard. These settings affect the enemies' strength, resilience and intelligence. In Hard mode, enemies are faster and do more damage and resist damage better. They're also smarter, meaning they'll use advanced tactics more often. The opposite holds true for Easy mode.

Replay

Once the player has won the game, he can re-start the game, retaining his Stats from the previous game and optionally setting the difficulty to a higher level. Other rewards and "Easter Eggs" are hidden throughout the game on subsequent plays.

Special Camera Effects

Part of the appeal of movies like *The Matrix* is the phenomenal camera work. An optional feature in *BloodRayne* is the special effect camera. If a particularly spectacular death occurs when no other enemies are around, Rayne uses special "show-off" motions, and the camera goes into slow motion, orbiting the decapitated head or whatever else might be flying off. Everything returns to normal a few seconds later. There's no threat of interrupting the player's action since he just killed the last enemy around and doesn't have to worry about further attacks at the moment. Rayne has a whole range of custom finishing moves per enemy class. If there are no other enemies around, her final attack against the final enemy in a region often summons one of these custom moves. They usually end with a dramatic flair, a show-off pose or other effect. All of these custom finishing moves take roughly the same amount of time, so it doesn't matter which is used.

In certain key areas, as Rayne nears a critical point, the camera lags behind a little and drops, revealing the hoards of enemies spilling into the area or something else of interest. Camera returns to normal after a moment.

Camera distance behind the character varies based on environment. Tighter environments require tighter cameras.

ENEMIES

Mutate



LOUISIANA

The unfortunate victims of a mysterious disease. The victims mutate horribly and their brains literally melt and drain out of every orifice in their head.

Behavior

They are in great pain and act out aggressively to everything, especially moving targets. Their tentacle arms reach to strike from a fair distance.

Strengths/

Weaknesses

Mutates are very slow and extremely easy to beat. Their attacks have a long “windup” and are easily avoided. They make a nice, easy meal for Rayne if she needs it.

Diseased



LOUISIANA

Victims of the disease, but not quite as progressed as the Mutates.

Behavior

These mindless townsfolk will punch, shoot, or throw dynamite at anything that moves.

Not too bright, they are as likely to blow themselves up with dynamite as they are to blow up Rayne.

Strengths/Weaknesses

Faster than the Mutates, the Diseased are still no match for Rayne. Shoot or run to them quickly to use Rayne's blades, weaving as you go if they are firing at you.

The Diseased are also food for Rayne and she can take any of them down by feeding. When being attacked by more than one, feed on a standing enemy and turn him to use as a human shield for any gunfire or melee attacks from the other enemies.

Maraisreq



LOUISIANA

Pronounced “muh-rice-reck”, these insect-like creatures are invading the small town of Morton, Louisiana, apparently in search of food; they swallow victims whole and then regurgitate the liquefied remains.

Their life cycle is fairly short – a matter of days. This means stopping the spread is fairly easy; destroy the source.

Behavior

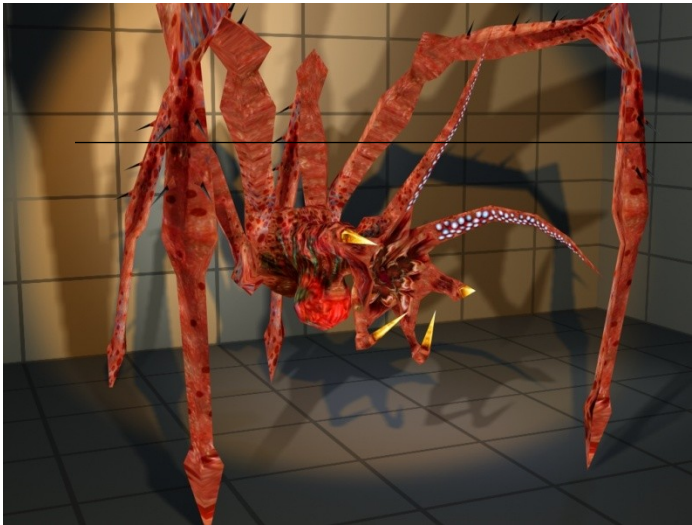
They have firm yet flexible endoskeletons allowing them to squeeze out of tiny holes in the environment. They have extendable necks with tentacles attached to their face for attacking and feeding.

Strengths/Weaknesses

Maraisreq are quick and are most dangerous head on. Circle the creatures to avoid mouth attacks and deal damaging blows to the monster.

If there is a lone Maraisreq, reeling in the creature with Rayne's harpoon is also devastating, but the action is too slow against a number of enemies. Also, when fighting more than one, try not to get surrounded. Jump or rebound kick to escape.

Weaknesses also include their fragile legs. However, chopping their legs immobilizes them only until they grow new ones.



Maraisreq Soldier

LOUISIANA

Tougher than normal Maraisreq, these Soldier types also have the ability to jump immense distances.

Soldiers



ARGENTINA/ GERMANY

The German army, not too formidable individually, they can be challenging in large numbers and when they have a lot of guns, which is often the case.

Behavior

Punch, shoot, or throw grenades at Rayne or other creatures.

They will also call for reinforcements and hit alarms if given the chance. If they feel

they are in enough danger they are also likely to run for their life.

Strengths/Weaknesses

Regular soldiers are no match for Rayne's strength, so she can feed on any of them until they die. Also, use Rayne's speed and auto targeting to your advantage: weave and never stop moving to make Rayne a difficult target for the soldiers.



Hazmat

ARGENTINA

These guys deal with hazardous materials. They are workers and no more threatening than regular soldiers.

SS Trooper



ARGENTINA/GERMANY

Specialized German soldiers.

Behavior

They can do everything regular soldiers can, but they have some advanced attacks and the ability to block when holding a gun.

Strengths/Weaknesses

SS soldiers will repel Rayne's attempts to feed unless they are scared, low in health, or Rayne sneaks up on them (their aura's will appear red in all of these instances in Aura Sense mode). This plus their ability to block make them a more formidable opponent than regular soldiers. The best strategy is to take these guys down quickly and find food

elsewhere. Enter Blood Rage to slice past their blocks. Or, an equally effective measure is shooting them if Rayne has guns - they can't block bullets.



Unteroffizier

ARGENTINA/ GERMANY

Low ranking officers, often found with SS troops.

Behavior

They have all of the abilities of the SS plus the abilities to use their knife as an offensive and defensive tool.

They will also repel most attempts at feeding.

Strengths/Weaknesses

Use the same techniques as the SS.

GGG Elite Trooper



ARGENTINA/ GERMANY

Extremely Specialized and enhanced German soldiers.

Behavior

GGG Elite can do everything the soldiers, SS, and Unteroffiziers can do, but they also have some highly advanced hand-to-hand attacks. They can also fire their guns as they perform advanced diving evasive maneuvers.

Strengths/Weaknesses

GGG Elite also wear heavy body armor which make Rayne's attacks somewhat less effective. However, the same tactics used to beat SS Troops should be employed with GGG Elite.

GGG Jetpack Trooper



GERMANY

GGG Elite outfitted with experimental jetpacks.

Behavior

GGG Jetpack Trooper will stay airborne as long as possible attacking from a safe distance. They will land if needed to pursue their target, however.

Strengths/ Weaknesses

GGG Jetpack Troopers are extremely difficult to hit with Rayne's blades. Shoot them from the ground if you have the guns. Otherwise, lure them to land by entering another room or building, or yank them out of the air with Rayne's harpoon.

Always pay attention to their explosive jetpacks. If their jetpacks are shot or punctured they will emit steam and a distinctive sound. If that happens get far away from the Jetpack Trooper because in a couple seconds his jetpack will explode.

Another tactic is to reel the Jetpack Trooper out of the air with BloodRayne's harpoon. This grounds the enemy and gives BloodRayne a free meal.

GGG Officers



ARGENTINA/ GERMANY

These are Rayne's targets. They have been biologically enhanced and can take punishment as well as they deal it.

Behavior

Like the GGG Elite, the Officers can do everything the soldiers, SS, and Unteroffiziers can do, plus advanced fighting and evasive moves.

Strengths/Weaknesses

Use the same tactics to beat officers as used to beat the Elite.

Daemites



ARGENTINA

In their natural form, Daemites are hideous, squiggly things, all cartilage and goo. They resemble large, under-developed fetuses. Like an octopus, their bodies are so soft, they can compress to fit through the smallest of openings, most notably, human mouths. Their goal is to feed on neural energy and reproduce in a host.

Their heads also take on the properties of their last host. When Rayne first encounters them she will find Humanoid Daemites. As she progresses she will encounter the more powerful Pure Daemites.

Behavior (Humanoid)

They can attack with their manta ray-like tails by stabbing or slashing. Normal humans suffer from the Daemite's paralytic sting, collapsing to become easy prey, but Rayne is relatively unaffected.

When attempting to infest a host, Pure Daemites go straight for the mouth, wrapping its tail around the victim's body. It forces its way into the victim's body through the mouth.

Behavior (Pure)

The Pure Daemites can do everything Humanoid Daemites can, plus fly.

Strengths/Weaknesses

Rayne cannot feed on the Daemites, as she'd only help them in their goal to enter through a potential host's mouth.

Individual Daemites are pretty weak and not much of a threat, but they like to attack in large numbers. Try not to get surrounded and if that happens, jump or rebound kick to get some space, or enter Blood Rage to turn them into bloody chunks.

Also, because their bodies are so soft, bullets have a tendency to pass right through them with minimal damage. They are very weak against Rayne's blades, however. Close the distance between you and the creatures quickly and chop them into small pieces.

Parasitic Daemites



ARGENTINA

Once inside a victim Daemites secrete digestive enzymes that consume the brain and internal organs. They dig their tails down and wrap around the spinal column where they feed off of nervous system impulses and control the host body like a puppet. They also reproduce asexually in the chest cavity creating litters of offspring.

Behavior (Humanoid)

Parasitic Daemites act like distorted versions of the humans they take over. They love to taunt and feed off of the pain their host body is receiving so they are not an enemy that will become scared and run away.

Their movement is erratic and they have the ability to float.

Strengths/Weaknesses

Daemites overtake their hosts' consciousness, so Parasitic Daemite skills reflect the skills of the host body. So a Daemite SS Trooper is more formidable than a regular soldier Daemite.

A Daemite controlled body can take immense amounts of punishment before the Daemite detaches and the body is completely dead. So fighting Parasitic Daemites is similar to fighting any of the regular humans – the only difference is the durability of the Parasitic Daemites.

Rayne can also feed on a host body without worrying about the Daemite detaching from the host to enter Rayne's mouth.

The most dangerous Parasitic Daemites are those that lose their legs in a fight. These leg-less Daemites can float and move very fast, dealing damaging special attacks. They cannot be fed on when in this state. Finish these enemies off as quickly as possible.

Bat Creature



GERMANY

Giant bats that reside in the castle. Primitive minds, but tough bodies.

Behavior (Humanoid)

Bat Creatures like to fly in and kick from above, but they will fight on the ground if they have to.

Strengths/Weaknesses

Bat Creatures are extremely difficult to hit with Rayne's blades while they're in the air. Shoot them from the ground if you have the guns.

Otherwise, lure them to land by entering another room or building, or yank them out of the air with Rayne's harpoon.

Vampires



GERMANY

The vampires BloodRayne encounters are a breed originating from Papua New Guinea that has evolved mouths on their hands, their fingers are talon-like teeth that they use to viciously maul and eat their victims. They are considered monsters among even vampires.

Behavior (Humanoid)

Very fast, Vampires like to lunge at their target with their claws open to rake their victims.

Strengths/Weaknesses

Vampires are weak against sun, and water. But since there isn't much of either when BloodRayne encounters them, and enough bullets and/or slashes of Rayne's blades will do.

Their strengths include the ability to regenerate limbs. The head and spine are the only things a Vampire can't regenerate, so decapitation is a definitive solution.

Vampires also have speed on their side. The best bet is to enter Dilated Perception to deal with these enemies. Shoot when you have guns and slice when you don't. Use Blood Rage as often as possible.

~~Also, watch out for their Blood Storm defense mechanism. If they have only a tiny bit of health, they will start "charging up". If you see this, either run away or finish them off very quickly. If the vampire completes the charge up, a burst of energy will explode around the vampire. Anyone caught in this field will be liquefied and the vampire will rejuvenate itself on the blood (the first time Rayne feeds on a vampire she will gain this power).~~

BOSSSES

Queen



LOUISIANA

The queen is a vastly powerful creature that has lived in hibernation under the murky waters in Louisiana. The creature is actually a prehistoric leftover that somehow survived the extinction of the dinosaurs, possibly by hibernating through that as well. Part octopus, part spider, this massive sixty-foot-tall awakens every 30 years to birth swarms of its Maraisreq offspring.

Behavior

She inhabits a hole in the swamp and with most prey she will extend her long neck out and snatch things up with her lengthy tentacles. With the rest of her body hidden she resembles a long thick worm or snake with an octopus head. However when a bigger threat appears, spindly legs shoot out of the comparatively tiny hole and the entire sixty-foot creature sprawls across her territory. The queen is very mobile when fully emerged. Occasionally using her “arms”, her deadliest method of attack is almost identical to her offspring – striking with a fast snap of the neck.

Strengths/Weaknesses

The Queen constantly pumps out Maraisereq from her sac. For the most part, ignore the offspring and focus on the Queen. This can be stopped by slashing the sac.

The Queens real weak spot is her head, which is out of reach most of the time. To kill her, at least ~~two~~ one legs must be severed to bring her crashing to the ground, head within reach. Then jump and A shotgun will take off a leg extremely quickly. This immobilizes her temporarily. slash the head before the queen regenerates its legs and stands full

size again. Repeat as necessary. Get behind the queen and slash as much as possible, enter Blood Rage if the meter is full. When the queen regenerates her limbs, cut or shoot it off again and repeat the process.

Oberpriester (High Priest) - Von Blut



ARGENTINA

Thule High Priest. He believes the Aryan race is descended from Atlantis and that the GGG will help them achieve great power. He uses a huge machine gun mounted to his pulpit.

Behavior

Von Blut won't move from his pulpit. He fires at Rayne until his gun is empty, reloads, and fires some more. If Rayne gets too close

he sets his pulpit to slide to the other end of the Chapel where he continues shooting at Rayne from a safe distance.

Strengths/Weaknesses

His pulpit is heavily armored so projectile weapons from the front are almost useless against Von Blut. Also, the machine gun he fires is quite deadly.

Run behind the pillars using them as shields against Von Blut's gun, as you take out the assisting soldiers. When Von Blut is reloading, quickly run to behind him (where he has no armor) and attack fire your guns as he slides away. He will slide to the other end and the process should be repeated until Von Blut is dead.

Oberstinfanterie (Infantry Colonel) - Only known as “Kommando”



ARGENTINA

Not much is known about the “Kommando” other than the fact he is the GGG field special ops commander.

Behavior

Kommando has all of the tricks up his sleeve that the Elite and Officers have, plus the use of Flash Bang grenades that blind Rayne for a second as he relocates for an ambush. The first time you fight him he has a troop of GGG Elite with him as

Daemites wreak havoc. The second time you fight him, he is a Parasitic Daemite.

Strengths/Weaknesses

The first time you fight him try not to get surrounded by the GGG Elite. Get some distance by jumping to the next floor up, or use a shotgun to thin the numbers.

Let the Daemites and GGG Elite fight it out, while you focus on Kommando. Blood Rage, Dilated Perception, and Special weapons help in this fight.

When you fight him the second time as a Parasitic Daemite, he'll have a grenade launcher. When he uses his Flash grenades watch up high as he likes to attack from above this time around. The second fight when he is infested with a Daemite is very similar. Just be careful when he Flashes to the adjacent cavern - there is a Parasitic Daemite with a rocket launcher.

Totenkopfverbandefuhrer (Concentration Camp Death Head Leader) - Dr. Bathory Mengele a.k.a. "The Butcheress"



ARGENTINA

Lead scientist in the GGG. She has a sadistic streak and a lust for blood that she attributes to a long line of ancestral mortal "vampirism".

Behavior

The Butcheress uses a hit and run technique and likes to try getting Rayne to fall down one of the roof trap doors so she'll land in the Daemite pit below.

Strengths/ Weaknesses

The Butcheress has all of the abilities Rayne has, including two bone saws to match Rayne's blades.

Use guns, ~~grenades~~, and Special weapons if you have them.

Stay out of the central area encased by the glass and steal girders. If Rayne enters this area, the Butcheress will go to a control panel and electrocute Rayne.

When the Butcheress sees she is losing the fight she will periodically run to the control panels to open the trap doors. Watch for the steam to see which doors are about to open and make sure you're off the trap door before it does. Dilated Perception helps when determining which doors are safe to stand on. Just jump to a safe floor. Also, do not stand on the sections between the trap doors, as electricity courses across while the doors open.

While the Butcheress is by one of the control panels, this is your chance to rebound kick her through the glass into the pit below. This is the only way to kill her. After dealing enough damage to the Butcheress, a cut scene will trigger and the Butcheress will be dealt the death blow by Rayne.

Daemite Warrior



ARGENTINA

Sometimes a Daemite births in a host, but does not leave the host body to let out the offspring. When this happens they share the host mutating it and becoming a huge powerful guardian Daemite.

Behavior

Daemite Warriors carve a path of destruction attacking multiple enemies at once with their

tentacle like tails and clawed hands.

Strengths/Weaknesses

Rayne can't feed on these creatures and they aren't fazed by pain._

Bullets are nearly useless against these monsters.

Keep your distance and attack with guns. Grenades or a grenade/rocket launcher helps shave off some of their health and keeps Rayne at a safe distance. If that isn't possible, hit and run before the Daemite Warrior can counter. Repeat until it dies. Once these weapons are exhausted, Rayne's only option is to go hand-to-hand. Use dilated perception and stay behind them. Once the Bloodlust meter is full, enter Blood Rage and keep the same tactic of staying behind as you unleash Rayne's lethal attacks.

Infanterie-Kommandeur (Infantry Brigadier General) - D. Mauler



ARGENTINA

An Aryan experiment, Mauler is meant to be the example of Aryan physical potential and dominance.

Behavior

Mauler's fighting technique is pure brute force. He will run around smashing anything in his path.

Strengths/ Weaknesses

~~Apparently unstoppable, Mauler has one weakness: his human eye. Use the newly acquired Extruded View to shoot his eye and he will stumble around in pain. This is your chance to unleash Rayne's attacks until he recovers. When he does recover, run! Repeat as necessary.~~

~~If you run out of ammo, get to the opposite side of the room from the second floor door. A couple of troops will enter. This is a handy snack if you need a health boost and it gives Rayne the means to snipe Mauler's eye.~~

~~Mauler is nearly impervious to any projectile weapon. Use Dilated Perception to stay behind him and deal blade and kick attacks to his back. Study his attacks as he doesn't have that many. Watch out for his dual hand attack as he swings his massive fist behind him at the end. Always get some distance if you think Rayne may take a hit. Mauler does far more damage per hit than Rayne can so it isn't a good idea to trade hits.~~

~~As soon as the Bloodlust meter is full, enter Blood Rage and continue with the attacks from behind.~~

~~Periodically a soldier will enter from the upstairs door as long as Rayne isn't near it. These guys make a nice meal for Rayne if she needs it.~~

Oberscharfuhrer (High Commander) - Mynce



GERMANY

Wulf's second in command is really Mynce.

Behavior

Mynce is Rayne's equal. She has all of the moves that Rayne does and she will use them.

Strengths/ Weaknesses

The trick to beating Mynce is repeated fighting. After you hurt Mynce enough she will

ascend the tower a little. Once you hurt her enough again, she will ascend some more. Keep doing this until she enters the second tower.

~~Once in the second tower, knock Mynce into the chasm below. Either dodge her attack or perform Rayne's rebound kick to accomplish this. Mynce will fall into the chasm and the fight will be over.~~

Use BloodRage and stay on Mynce and the fight will be short. Once she is beaten a cutscene will ensue.

Mobile Armor Division



GERMANY

Experimental GGG technology. A bipedal walking tank.

Behavior

The Mobile Armor fires a mini-gun, rockets, and grenades at its foes. Slow, but heavily armored and armed, the Mobile

Armor is a devastating enemy, and Rayne must fight a squad of them at once.

Strengths/Weaknesses

Keep your distance and keep firing Rayne's Mobile Armor nonstop to beat the others. Don't get surrounded or Rayne will be doomed. Also continually strafe side to side to make Rayne's unit a harder target.

Try to focus on one Mobile Armor at a time, because that way you destroy one as quickly as possible, which means one less shooting at you. Also, don't forget to launch grenades continually by hitting the bite button – just be sure not to walk over the grenades you just launched.

Hedrox



GERMANY

The chieftain of the vampires. Hedrox has the ability to duplicate himself, apparently indefinitely. There is no distinct "original" Hedrox and all duplicates make decisions independently, yet share each other's thoughts. Hedrox is a bit insane because of this.

Behavior

Hedrox behaves the same as the regular vampires.

Strengths/Weaknesses

The difference between Hedrox and the regular vampires is that while the other vampires can regenerate a dismembered limb, Hedrox will not only regenerate that limb, he will also generate a whole new Hedrox from the detached limb.

This means guns and blades are not an option when fighting Hedrox. Rayne must use her environment and Hedrox's blind rage to destroy him.

Run and hide behind one of the diagonal support beams. Constantly run a circle around the whole floor swiping the support beams as you go. Hedrox will lunge at Rayne non stop eventually destroying the beams

with you. Repeat this on the other beams andWhen all the beams are destroyed the floor will collapse.

Do the same thing on the second floor and this floor will collapse as well, sending all but one of the Hedroxes to a watery grave.

Standartenfuhrers (Senior Officers) - Sigmund Krieger and Simon Krieger a.k.a. “The Doppelganger Twins”



GERMANY

Aryan twins born of experimental means. They are the near epitome of Aryan beauty, and fitness. These narcissistic brothers feel it their duty to bring Germany to victory.

Behavior

The Doppelganger Twins throw bladed swastikas at Rayne indirectly by ricocheting them off the walls. They also stay on the

opposite sides of the pillars in the room from Rayne, making it almost impossible to fight them.

Strengths/Weaknesses

The Twins use the pillars to their advantage. Destroy the pillars and remove their advantage. Do this by rebound kicking the pillars until they tumble down. Now you'll be able to fight them almost like any other officer.

However, unlike any other officer, whatever Twin you attack, he will not react to any hits you make. His brother will, though. Focus all of Rayne's attacks on one brother. You can usually tell them apart after a few attacks because the targets cape will get slashed off. Eventually when you hit one twin enough, his brother will die. The remaining brother will soon join him.

Obergruppenfuhrer (Supreme Commander) - Jurgen Wulf



GERMANY

He is a WWI war criminal that fled to South America to escape punishment. There he learned of powerful supernatural relics and founded the GGG. Wulf is the absolute leader of the GGG.

Behavior

Rayne fights Wulf while simultaneously fighting Beliar. ~~Jurgen's goal is to destroy Beliar so he can take the heart and become Beliar himself.~~

~~He is also as likely to kill Rayne first to take her relic to help him beat Beliar.~~ Jurgen will fire guns, breathe fire, and slash at Rayne and Beliar.

Strengths/Weaknesses

Wulf has some of Beliar's ribs, making him almost completely invulnerable. He has Beliar's teeth giving him the ability to breath fire. He has one of Beliar's eyes which gives him enhanced perception, which equates to super speed. Finally, he has one of Beliar's hands which Wulf uses for burning, slashing attacks.

~~Study the timing of Wulf's attacks so you can avoid them. Dilated Perception helps with this.~~

Wulf will be unaffected by guns and all ~~but one~~ of Rayne's normal blade attacks. Use Rayne's blades on Wulf ~~and Beliar~~ to fill her Bloodlust meter. Enter Blood Rage and hit him ~~with the level 5 combo to hurt him~~. Repeat until he dies.

This is easier said than done, because Wulf is very fast and will retreat quickly if he doesn't like the situation. This is where guns come in handy. Guns do not hurt Wulf, but they *do* stun him. So if Wulf tries to run, unload Rayne's guns on him as you close the distance. If he gets away completely, come out of Blood Rage and save the meter so you don't have to start over from scratch.

Another very important thing is not to kill Wulf too quickly before Beliar. Wulf reloads every gun before he drops it. This is important because the only way to beat Beliar is with guns. If you kill Wulf and Beliar still has a great deal of health, Rayne will run out of ammo and the game will eventually be over.

The best tactic is to avoid taking any damage and let Wulf and Beliar hurt each other for a while. Help Wulf out when there are safe moments and try to get Beliar down to at least 25% health before killing Wulf. Or kill Beliar first. Just be careful not to take too long or Beliar will grow big enough to trigger the bad ending cut scene.

Or, a less advisable method is to kill Beliar first. Beliar's heart will fall to the ground. Wulf will try to get it. If he does, Rayne is in big trouble because he will have the heart plus his other pieces. However, if Rayne gets the heart, she will become Beliar. This will make it very easy to beat Wulf. The downside is Beliar's consciousness will eventually take over and the world will be doomed anyway.

Beliar



GERMANY

Beliar is, according to some myths, the original devil. When Lucifer fell, he usurped Beliar and ripped him into a thousand pieces. His parts were scattered and hidden.

Behavior

Rayne fights Beliar while simultaneously fighting Wulf. Beliar's goal is to destroy Rayne and Wulf so he can

reclaim his body parts. He will move around "shooting" his spikes at Rayne and Wulf.

Strengths/Weaknesses

Beliar's strength comes from his heart. This is also his only weakness. You must hit the heart to hurt Beliar.

Through the fight, Beliar will periodically grow larger. In these moments he is consumed by flames and invincible. Eventually he will be so big, Rayne will need to jump to the second level and shoot from there or jump and slash the heart on the way down. If Rayne and Wulf take too long to beat Beliar he will grow so big that the bad ending cutscene will start.

When fighting Beliar, keep as much distance as possible to stay out of his spikes reach. Also always watch out for surprise attacks by Wulf (especially when Beliar is consumed by flames and growing). It a very good idea to leave Wulf alive until Beliar is at least down to 25% health as Wulf reloads any gun he uses before dropping it. This gives Raynes a steady supply of ammo to use on Beliar. If Rayne or Beliar kill Wulf too early, Rayne will run out of ammo and it will be nearly impossible to beat Beliar.

Be sure to also explore the level thoroughly as there are weapons all over to use against Beliar.

~~The easiest route is to kill Wulf first. All of his parts (the eye, ribs, hand, and teeth) will scatter on the ground. Beliar will try to get the pieces. If Beliar gets them it will make him even more powerful and nearly impossible to beat. So before Beliar gets them, run around and pick them up yourself. This will make Rayne more powerful and give you an edge to help you beat Beliar.~~

General Gameplay

Replay

As the player progresses through the game, he unlocks new Replay Arenas. Each Replay Arena is a portion of the regular game which the player can replay as the opposing force. He plays as Nazis in certain scenes in Argentina and Germany. He plays as Mutates, Maraisreq and the Queen in Louisiana. He plays as Vampires in Germany and Daemites in Argentina. Each Arena is a small, specific scene utilizing existing scripting and arrangement, requiring minimal re-work.

No need for Keys

Locked doors

There are no locked doors. If Rayne comes to a locked door so she kicks it in. There are no "key hunts" in the game.

Barricaded doors

Some doors actually can't be opened, even with force. They're barricaded from the other side. Rayne can shatter a window to get inside the structure. Once inside, she might be able to remove the barricade and use the door regularly.

Barricaded doors and windows

If Rayne comes to a house that has both doors and windows barricaded, she can Rebound Jump onto the roof and enter via a skylight or other means.

Act 1 - Louisiana

Introduction

1933 - The small village of Mortton, Louisiana suffers from a strange plague. Citizens are dying of some unknown disease, prompting Rayne Lupescu to investigate. Her mentor guides her to her primary objectives.

Enemies

The disease causes citizens to degenerate into mindless, monstrously deformed creatures. But it becomes apparent quickly that the rumors of monsters are not limited to the deformed townsfolk. While Rayne investigates the diseased folk large insect-like creatures overrun the town.

Environment

New Town

Mortton is a small village on the edge of the Louisiana swamp. It suffers from a plague of swamp-born creatures. It's a small, basic town.

- o Several shotgun-style houses, single-family dwellings with no more than four rooms
- o A few plantation-style mansions and boarding houses, apartment-style accommodations with dozens of adjacent rooms
- o A town hall containing the police station and courthouse.
- o A spectacular wall separates the New Town from the Old Town, preventing access to the Old Town beyond.
- o An eerie graveyard.

Old Town

Beyond the wall is the Old Town, a half submerged collection of trashed houses and piles of junk that eventually leads to a dock full of half sunken boats and a light house.

Swamp

Surrounding the town is the wretched swamp. Due to Rayne's weakness to water, the swamp portion of the level acts like the traditional "lava" levels of other games.

Gameplay Sequence

Scene 1 – Training

- 1 Rayne and Black Asp (mentor) ride to town on a swampboat. During the ride, Black Asp explains the epidemic and reports of ten nests. Black Asp states goal: destroy the six nests and find the source and destroy that as well. Any survivors are a plus. She also mentions the town has flooded somewhat, which is dangerous to their vampiric skin.
- 2 Rayne and Black Asp arrive on shore. Black Asp says the first nest is in the cemetery behind the church up the street. Then she tells Rayne to follow her if she wants to learn how to use her abilities to the fullest. If the player runs off and line slides to the church, spawn Black Asp at the church and skip to # 24
- 3 Black Asp begins dashing down the road. OST: “dash = double tap forward”
- 4 Black Asp stops to look at a regurgitated yellow pile of digested human remains (only a few bones remain as recognizable). She quickturns to face Rayne OST: “quickturn = double tap back. Black Asp assumes the pile is the disease at its furthest progression.
- 5 Black Asp and Rayne super jump some water. OST: “jump = hold ()”.
- 6 Upon landing...OST: “quickturns can also be performed in mid jump by double tapping back while in the air.”
- 7 Black Asp says she smells blood at the gas station. Black Asp and Rayne enter the front door to the gas station. The place is trashed and there are a few more bile piles on the floor. Blood stains the walls, floor, and ceiling.
- 8 Black Asp points out a shotgun and pistol on the floor finds a rifle and another handgun behind the counter (total: 1 shotgun, 1 rifle, and 2 pistols). OST: “weapons with ammo are automatically picked up by walking over them until inventory is full – four small

- guns, two grenades, and three medium guns (or two medium guns and one large gun)”. Black Asp explains that guns are good for long range but nothing will compare to the damage the blades do close up. OST: “Rayne automatically switches to blades for close combat and guns for far combat when enemy is near”. Black Asp points out that because of their strength they can hold larger guns like a rifle or shotgun in one hand. Only very large weapons require two hands. Black Asp explains the hierarchy of guns: pistols, rifles, shotguns, submachine guns, machine guns, and grenades. Continuing, she says it is sometimes good strategy to use weaker weapons on weak and/or lone enemies but choose the bigger guns for strong and/or many enemies. OST: “hit weapon button () to choose best, worst, or mixed long range weapon selection”. OST: “also, when Rayne holds two different weapons in each hand, she will always hold the better one in her right hand”. Next, Black Asp says that when a gun is empty, throw it out. Using loaded guns is one thing, but Black Asp better not catch Rayne wasting time messing with ammo clips, shells, or bullets when she has her blades and vampiric powers to utilize instead. OST: “Rayne automatically discards empty guns and likewise will not pick up any”. Black Asp finishes by saying even if your inventory is full trade out for guns that are better or that have more ammo when you come across them. OST: “Rayne automatically keeps inventory optimal according to ammo and type of gun; hit ‘start’ to adjust pickup settings if you like”.
- 9 A shelf blocks the way to the side door and Black Asp jump kicks it over. OST: “Rebound Kick = (explain here)”
 - 10 Another shelf blocks the side exit door to give player chance to test out Rebound Kick.
 - 11 Door is locked. Black Asp tells Rayne to kick it in.
 - 12 Water is outside so Black Asp says they need to find a rear exit. Black Asp tries the door but it is blocked by furniture on the other side. Black Asp points out a weak spot in the wall. She says Rayne can either jump kick it or use her harpoon to tear open a hole. OST: “harpoon = () tap to strike, press and hold to drag target.”
 - 13 First enemy bursts from a bedroom. Black Asp says to kill it. OST: “Left attack = (), Right attack = ()
 - 14 Window crash
 - 15 Another mutant crashes through a wall and swings at Black Asp. Slow-mo as Black Asp does a flipping dodge. OST:
 - 16 Black Asp says to watch and does fantastic flips jumps and attacks. OST: “Rayne can perform acrobatic attacks with combinations of the jump, dodge, attack, and target lock-on

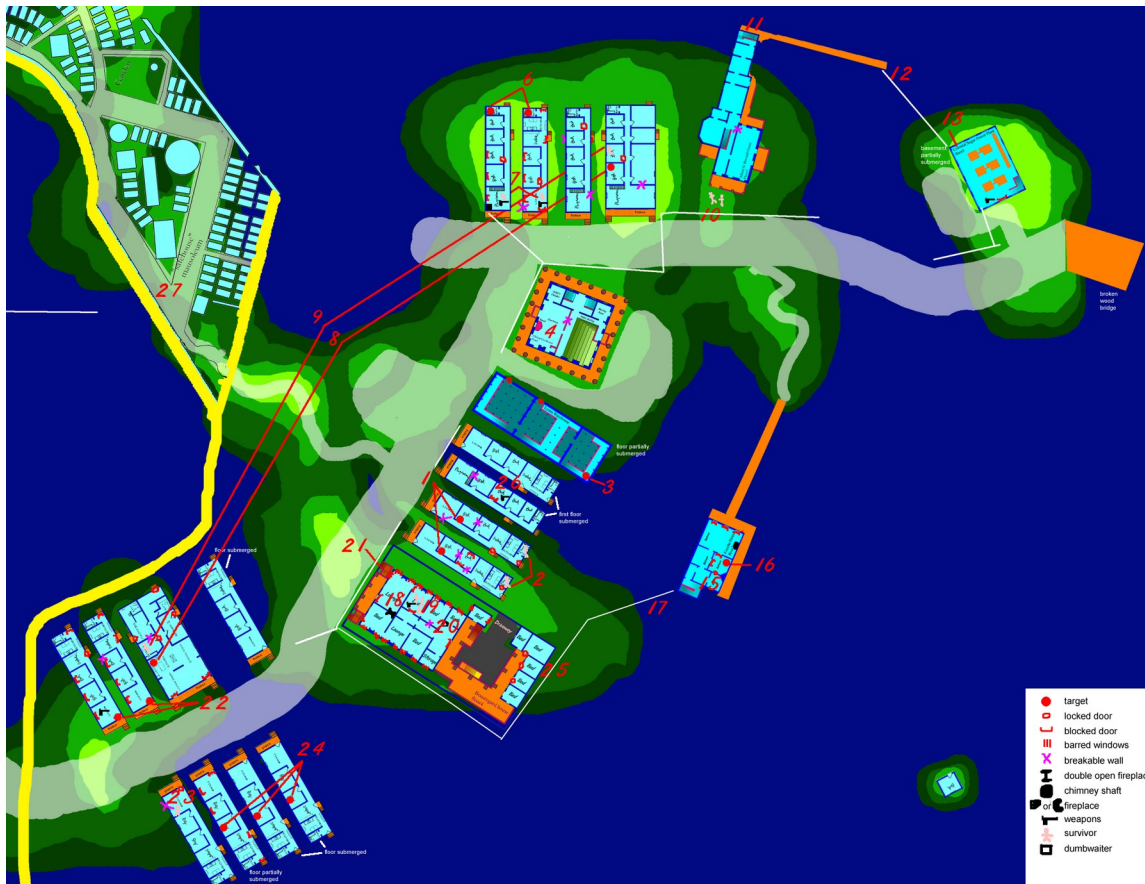
- buttons”. Black Asp says something about it getting her Bloodlust up. OST: explain bloodlust bar.
- 17 They enter the house and it is dark. Black Asp says to use Aura vision. OST: “Aura vision = (). Player can see enemy and Black Asp says he’s at full health and unaware due to the color of his aura. If Rayne goes up to him quietly she can get a full meal when she bites him. OST: “bite = tap () when very close to target”. Afterwards Black Asp says to always watch for red auras, because it is an almost guaranteed kill. If the target is healthy and aware you may have to hurt them until they are in the red. Otherwise they can throw you off. Also, if you’re too slow, you will get thrown. OST: “if aura is not red and/or () is not tapped quick enough you may get thrown”. Finally, while feeding you are vulnerable. However, if you and your target are standing you can use them as a human shield.
- 18 Black Asp tells Rayne to look at the power line in the distance – that’s how they will reach the church. OST: “Zoom vision = ().
- 19 Black Asp and Rayne hear screams and they see a townspeople running out from behind a house only to be killed by a mutate. In slow-mo, Black Asp shoots her harpoon at the mutate and drags him. OST: “harpoon drag = ()”. Then she feeds for a second. OST: “bite = tap () when very close to target”. Black Asp then hits bloodlust. OST: explain bloodlust. Black Asp leaves the mutate alive, giving Rayne a chance to use harpoon.
- 20 Black Asp rebound scales the walls to reach the roof. OST: explain rebound
- 21 Black Asp line slides to the church. OST: “Rayne automatically slides or tightropes when close enough to an appropriate object”.
- 22 While Rayne line slides: OST: “press left or right to retain balance”.
- 23 Rayne slides close to a pole obstacle. OST: “jump to avoid obstacles while line sliding”.
- 24 Rayne meets Black Asp by the church. Black Asp says she’s going to investigate the mysterious wall that crosses the whole town. She tells Rayne to find the nest in the graveyard ahead and Black Asp will catch up.
- First glimpse of a Maraisreq in the distance (so quick and far player can’t make it out).

Scene 2 - Graveyard

- 1 Rayne sees tomb lid shift and immediately afterwards a Maraisreq is seen in the distance (so quick and far player can't make it out).
- 2 In the shadows of the broken out chapel and crematorium, Rayne sees a Maraisreq cluster by the ceiling. Unable to tell exactly what it is, Rayne says something like, "is that the nest?" Upon approaching, the creatures pulsate and radiate out flanking Rayne. This is her first full encounter with the Maraisreq.
- 3 As Rayne proceeds through the graveyard, Maraisreq burst out of tombs, the ground, and holes in all of the structures. Some are bloated with the bodies of the dead. Rayne may even see a creature feed.
- 4 Rayne finds the first nest and destroys it. Immediately afterwards, Black Asp calls down from atop the giant wall congratulating Rayne. Black Asp tells Rayne about the flooded old town on the other side. She says there's probably another nest out there. Black Asp jumps down and theorizes a bit about the Maraisreq (are the people turning into these things?) and the wall as she walks with Rayne to the "safe" Mausoleum.
- 5 She tells Rayne to send any survivors she may find to the Mausoleum where its airtight so the creatures can't get in. She says she'll stay there to guard while Rayne goes to the rest of

the town to destroy the 9 nests there. Once Rayne is done, come back and they'll both go over the wall to investigate.

Scene 3 – New Town

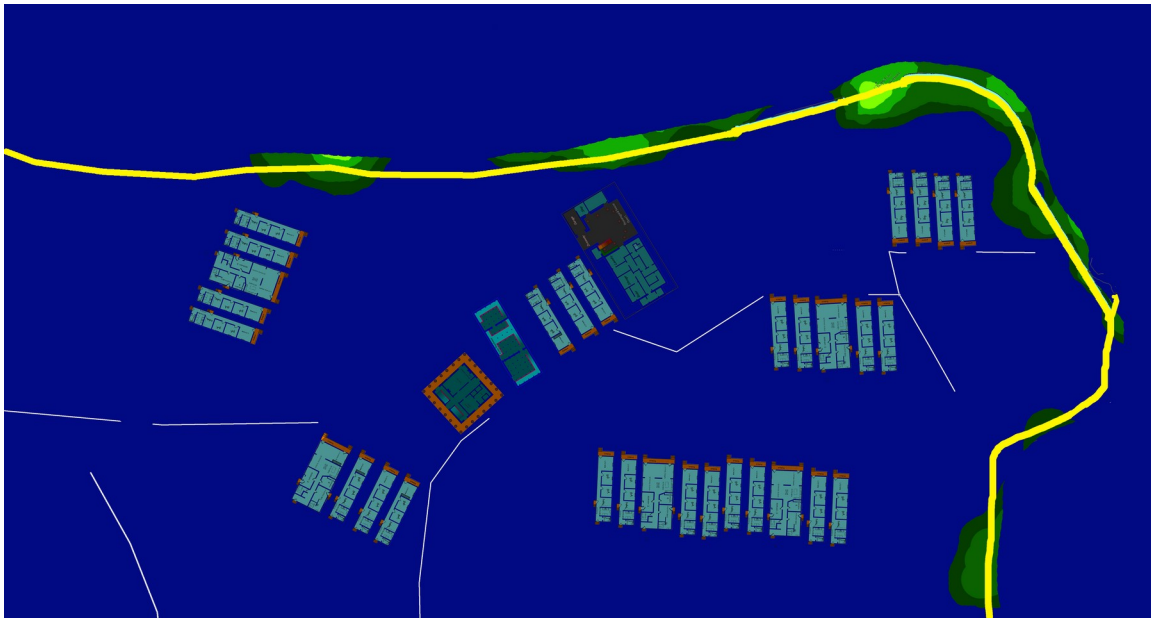


SOME THINGS TO NOTE: The targets can be destroyed in any order. The homes should have numerous holes in them that the Maraisreq can crawl out. There should be numerous “bile piles” – the regurgitated remains of the Maraisreq victims. Rayne will occasionally run across an already bloated Maraisreq. Mutates should still be present but are far fewer in number than Maraisreq. Maraisreq can and will target mutates to eat.

- 1 This target is randomly generated in one of two houses marked on the map. The target is in the same spot with relationship to each house. These houses are pretty easy to get into as many doors and windows are not blocked.
- 2 There is a survivor in randomly generated in one of the same two houses above, *but* the survivor should be in the opposite house to the target nest. The survivor sits nervously on the toilet until Rayne comes in. Upon entering the survivor jumps up and Rayne tells victim to run to the mausoleum. Immediately a Maraisreq slurps out of the toilet. If Rayne kills the creature saving the victim, he/she will tell Rayne about the gun on the second floor of the nearby house.

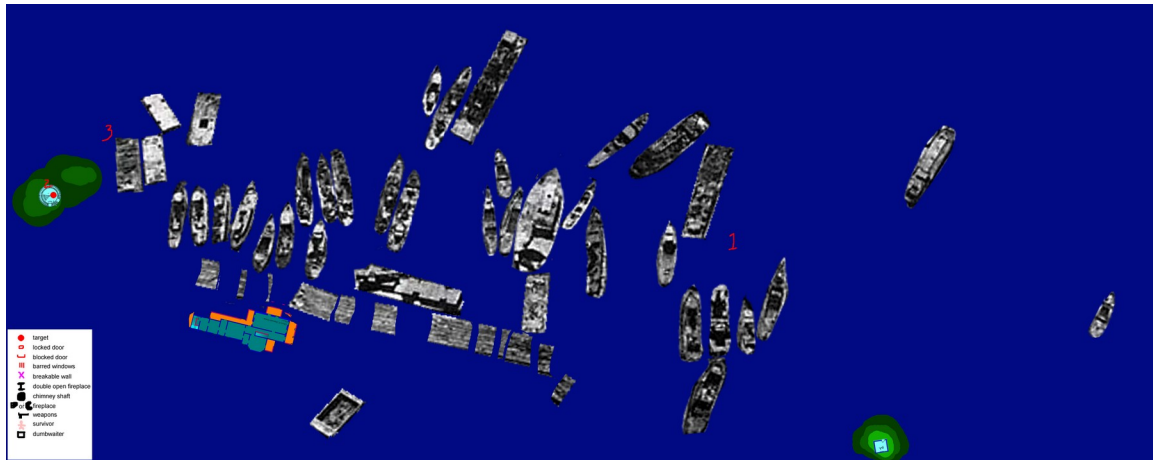
- 3 Target is in furthest corner of facility. Since the floor is partially submerged, Rayne will want to use crates and shelves to get close without being hurt by water. The support beams can be destroyed and portions of the roof will topple.
- 4 Enter the courthouse through any window on the second floor.
- 5 At the ground floor of the court kick in the weak wall and enter the cell. A civilian (maybe the sheriff or deputy) that has barred himself in will appear from the sheriff's office. After Rayne tells him to go to safety at the mausoleum, he opens the cell to let Rayne load up on weapons.
- 6 This target is randomly generated in one of two houses marked on the map. The target is in the same spot with relationship to each house. Note that on the 2 story house the nest is on the 2nd floor. For the two story house, she must shatter a chimney and drop down. The other, she must kick in a weak wall.
- 7 A victim is generated randomly in one of two houses opposite to the target nest in #6. Upon shattering the wall or ascending the stairs (depending on house) Rayne will see a victim about to be swallowed whole by a Maraisreq. Only the victim's legs show as the person struggles. If Rayne is quick enough, she can kill the creature, saving the person. The person will drop a gun. Rayne tells victim to go to mausoleum.
- 8 This target is randomly generated in one of two houses marked on the map. The target is in the same spot with relationship to each house. Note that on the 2 story house the nest is on the 2nd floor. These houses are pretty easy to enter.
- 9 A victim is generated randomly in one of two houses opposite to the target nest in #8. Upon entering Rayne tells person to go to mausoleum.
- 10 Two victims run away from their home as a group of Maraisreq chase them. One is almost immediately knocked down. Some Maraisreq will turn their attention to Rayne. If Rayne saves 'em, she sends them to the mausoleum.
- 11 Since part of the deck is shattered, Rayne must get to the second floor and drop down to the remaining deck which leads to a boardwalk.
- 12 At the end of the boardwalk, Rayne can get on a power line to slide to the power plant.
- 13 Using machines and catwalks to avoid the flooded floor, Rayne will make her way to another nest.
- 14 ~~To get into the Fouche house, Rayne must shatter the chimney or first floor window. The house seems enemy free. gone~~
- 15 ~~Upon entering bathroom, Maraisreq crawl out of the toilet and holes in the walls. gone~~
- 16 Rayne destroys a nest in a spectacular power plant explosion.
- 17 Line slide to the Beauregard house.

- 18 Shatter and drop down chimney to second floor lounge. Here people in nearby room.
- 19 Break through wall to find a family still alive. Father has gun. As they run out to go to the mausoleum the father mutates and drops the gun. Rayne tells remaining members to run - nothing can be done. Then she kills the mutate.
- 20 Jump down the laundry chute to floor 1
- 21 Blow up the broiler room with the nest.
- 22 This target is randomly generated in one of two houses marked on the map. It blocks the front door.
- 23 Another survivor.
- 24 This target is randomly generated in one of three houses marked on the map. Rayne can see the nest from outside as it covers a window. Target can be killed from outside.
- 25 In the shop, Rayne can find some flame weapon.
- 26 Jump through the window to get this gun.
- 27 As Rayne returns to the mausoleum, A large number of maraisreq shatter the wall, and immediately drag Black Asp under. The rest shatter the Mausoleum and run off with victims to the old town. Rayne must pursue.

Scene 4 - Old Town

- 1 Rayne must jump houses, line slide, and tree jump to follow the Maraisreq. Meanwhile, Rayne will continue to be attacked by other Maraisreq.

Scene 5 - Shipyard



- 1 In the boatyard, Rayne must navigate the docked, rotted boats while more Maraisreq attack.
- 2 The final nest is at the top of the lighthouse. Rayne must rebound jump up as the wooden stairs are very deteriorated. Towards the top she looks out a window and sees an aura in the distance. This is the source and she must go there after the nest is destroyed. At the top, the nest is huge, encompassing the whole room. The best way to destroy it is to shoot, hit, or rebound kick a sparking circuit breaker. The ensuing explosion will destroy the nest, but create a fireball that will run the course of the whole tower. As the fireball shoots down the shaft of the lighthouse, Rayne must rail slide the banister to keep ahead of the fireball. The new swarm of defending Maraisreq, that had begun ascending the lighthouse will be completely consumed by the flames.
- 3 At the bottom, Rayne will hop on a small river raft and paddle in the direction of the aura. Fade out.

Scene 6 – Swamp

- 1 Fade in to Rayne arriving in the middle of the swamp. She is approaching a dilapidated riverboat but the gigantic aura is now nowhere to be seen.
- 2 Entering the riverboat, Rayne finds another pile of liquidated human. Surrounding the pile is evidence of a voodoo ritual. Rayne finds an ancient book and incantation describing “Thorlelk” an ancient Lesser Other God and his offspring, the “Maraisereq”.
- 3 She also notices a cigarette on a staff still smoking. Rayne realizes someone else is here.
- 4 As the Rayne looks around, the enormous Thorlelk shoots out of the water and picks the ship up with Rayne in it and throws it, everything shattering in the water.
- 5 Rayne gets up and looks at the creature. It is a thick, huge snake-like thing with an octopus-like head extending out of the water about 25 feet. Rayne is slowly losing health in the shallow water so she must move fast.
- 6 Rayne runs toward the towering monster and performs super jump attacks. After a few good hits, the monster shows her a little surprise. Spindly insect-like legs emerge around the shaft of the creature and suddenly Rayne realizes that only half of the creature was visible. The creature fully rises out of the water towering at closer to 60-70 feet. No matter where she runs, the creature follows, birthing Marašereq from its sac the whole time.
- 7 Rayne must chop two of Thorlelk’s legs off so the creature falls.
- 8 Before the creature regenerates its limbs, Rayne must jump and slash the creature’s head chopping of tentacles until it splashes in the water dead.
- 9 Finally, Rayne must cut open the sac to stop it from producing offspring.
- 10 A motor is heard in the distance.
- 11 Inside the guts of the beast, Rayne finds a glowing item – a humanoid rib bone. Upon taking the bone, it glows and seems to be melting into her own body.
- 12 Not able to move, Rayne watches as floodlights turn on from a motorized swamp boat. A silhouette of a man is seen as he fires a couple of shots into Rayne. Rayne splashes limp into the water.
- 13 From Rayne’s perspective she sees the man walk up to her. He thanks her for “the first piece” in German as he takes the bone from beside her and leaves her to die. Rayne passes out (fade out). These events will come back to haunt Rayne and threaten the world in the coming years.

Act 2 - Argentina

Introduction

1936 - On the coast of Argentina, Nazis have overtaken a small native village. The Gegengeist Gruppe the supernatural agents of the Nazi army, sought an ancient underground temple reported to contain the rumored Eye of Beliar, a powerful relic. They found more than that. They found an unending hoard of strange creatures hibernating in the ancient temple. Realizing the potential of this army of creatures, they built a facility to study and train the creatures to be their army in the Americas. But they had no idea what they were awaking.

Enemies

The Nazi base has its fair share of soldiers, but the bulk of the forces have been struck down by endless waves of Daemites and Warrior Daemites, the monsters awoken from the depths of the ancient temple.

Environment

Base Exterior

A large facility aboveground is partially masked by the jungle, but the presence of the base is obvious. The Nazis uses the Guarani Indians as slave labor. Only a small portion of the base is aboveground. A submarine bay and a few other control structures are built in the open. The bulk of the base is underground.

Base Interior

The facility spans for miles underground. Catwalks over vast chambers and pipe-filled halls connect various laboratories, storerooms, containment cells and administration areas.

To contain and control the Daemite troops they intended to utilize (and torture and kill the native slaves they employed to excavate the temple), the Nazis built a variety of kill traps throughout the compound. Some use nerve gas. Others fill with water to drown victims. Still others use electricity to incapacity unruly Daemites.

Labs and other areas have windows to allow viewing from the hallway (and shattering by kicking enemies through them).

Hatches like those used on submarines block some passageways. The visible barring mechanism should make it obvious that these doors won't budge unless the hatch is released from the other side.

Mill / Mine

A large portion of the facility is dedicated to the processing mill for the minerals excavated from the site. An extensive mine system branches out from the main tunnels attaching the base to the underground temple.

Temple

The underground temple is accessed from within the Base. A series of roughly-excavated tunnels connect the base to the temple.

The temple design is highly organic, almost like being inside a giant living creature. It is a highly vertical environment with interlacing rails, cables and other structures spanning vast, towering shafts. Daemites crawl upon every surface and use the rails similar to Rayne.

Doorways ignore gravity. They're generally set in the center of a wall, not flush with floor or ceiling. When Daemites emerge from a doorway, they spill out in all directions from the doorway along the wall.

Some walls in the temple respond to Daemites in a liquid-like nature, rippling, swelling and eventually allowing the Daemite to pass through. These panels are completely solid to Rayne.

The Temple gives us almost complete freedom in devising traps and other anomalous environmental hazards and designs.

Base Interior - Wrecked

The explosion below has wracked the entire Nazi base. Corridors have collapsed, and walls have tumbled. The layout is basically the same, but it changes throughout the next several minutes as the place comes crashing down around Rayne.

Gameplay Sequence

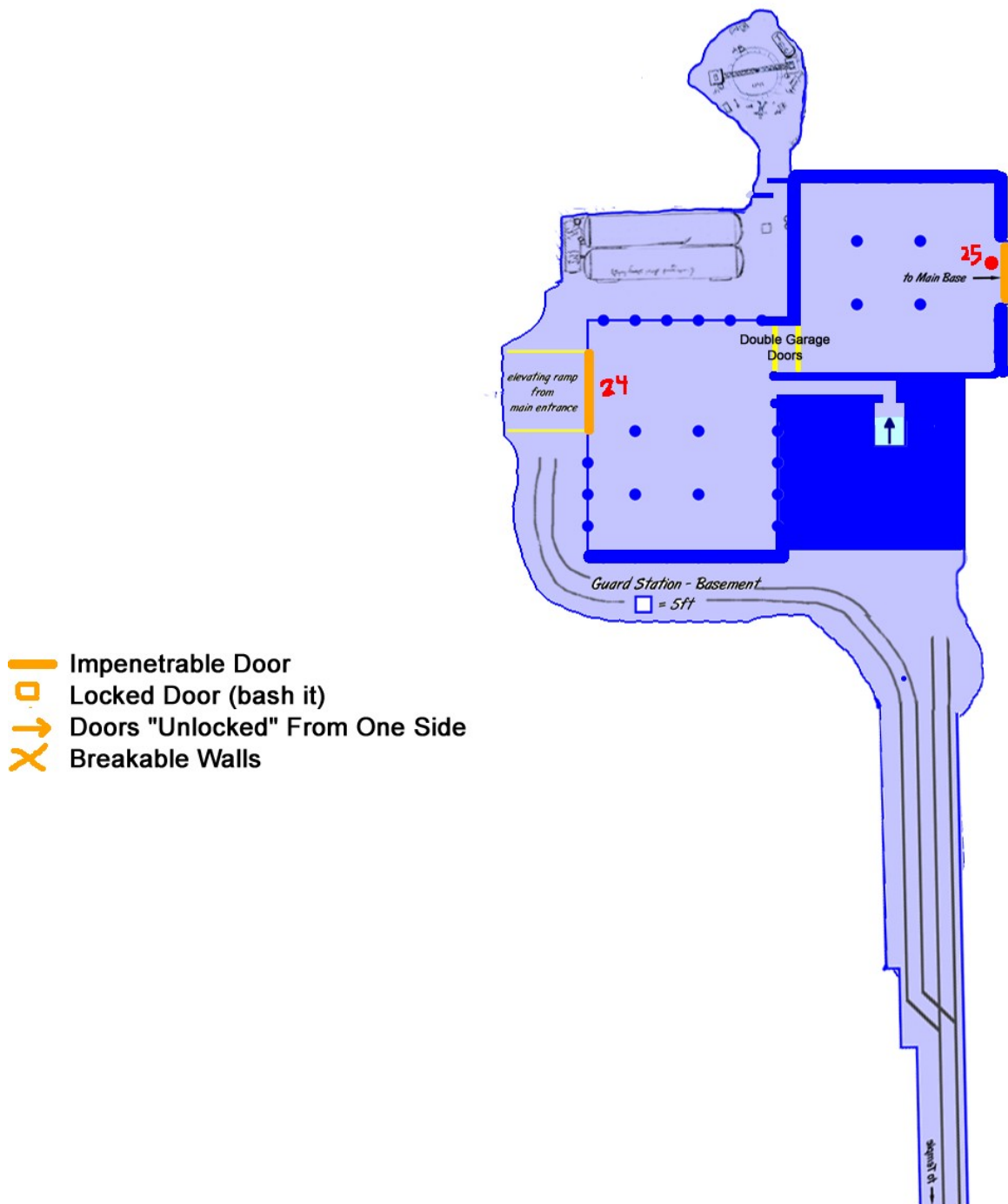
Overall Goal: Track down the twelve members of the Gegengeist Gruppe in Argentina and kill them before they can achieve their diabolical plot. (These are the same bastards who stirred up all that trouble in Louisiana.) If they've managed to amass their forces, as rumors suggest, destroy that force before it can be unleashed into the Americas. (Of course, the rumors didn't suggest the nature of this "army" or just how lethal it actually is.)

Rayne is presented with a dossier at the beginning listing her targets. Throughout the rest of the game, she will check off each enemy as she defeats them. The optional auxiliary information within the dossier is accessible via the Start Menu for players who care to review it.

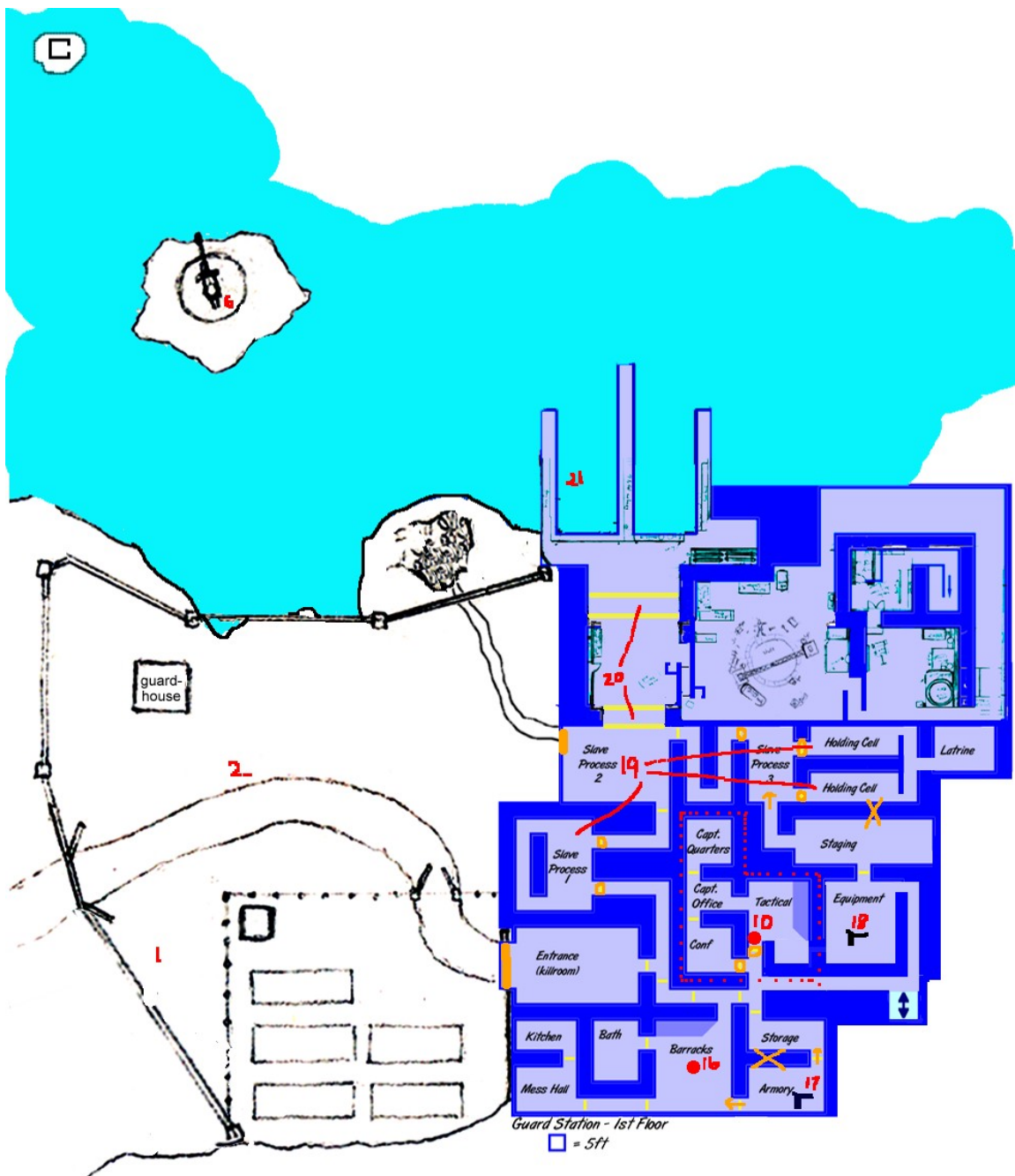
When Rayne recognizes a target from her list, an on-screen inset zooms in on him to guide the player.

Scene 1 -The Guard Station

Primary Goal: Find and assassinate the twelve GGG officers in the base.

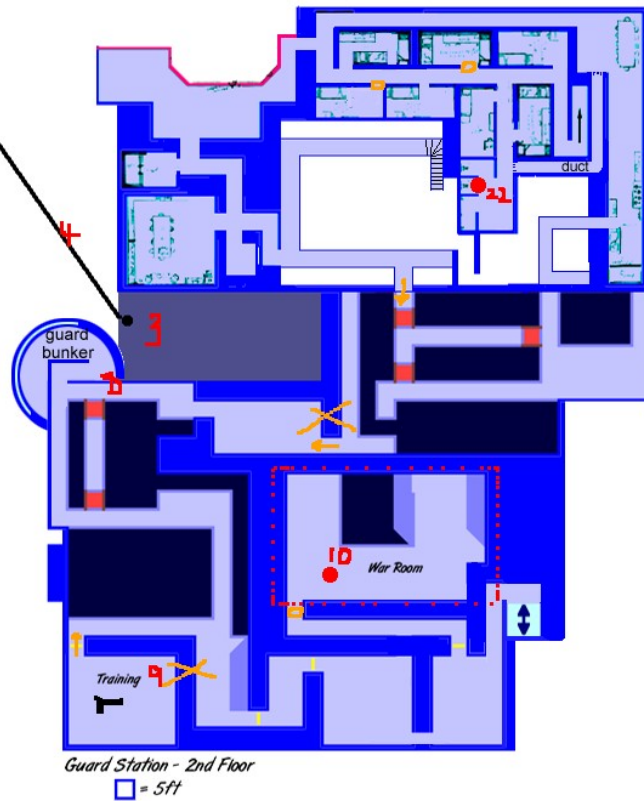






Sub Bay / Guard House Basement



- Impenetrable Door
- Locked Door (bash it)
- Doors "Unlocked" From One Side
- Breakable Walls

Sub Bay / Guard House Ground Floor



-  Impenetrable Door
-  Locked Door (bash it)
-  Doors "Unlocked" From One Side
-  Breakable Walls

Sub Bay / Guard House Second Floor



- Impenetrable Door
- Locked Door (bash it)
- Doors "Unlocked" From One Side
- X Breakable Walls

Sub Bay / Guard House Third Floor

Note: Targets can be killed in any order except the last one. He is spawned after the others are killed AND Rayne gets the info from the Comm Center. This order of events is a somewhat ideal route with minimal backtracking.

Note: We need a scene to explain the objectives at the beginning. I know everyone hates it, but I think we have to do a little cinematic where she gets her objective. Otherwise we can give her a portable radio, but I think that is too much of a rip off of Metal Gear and doesn't feel appropriate to Rayne's character. I don't see her as one to check in all the time.

- 1 Rayne drops from some trees to the ground. There is no way back over the concrete wall (too tall and has electrified fence at top)
- 2 Rayne avoids spotlights and machine gun fire and makes her way to the base. She can kill the guard in the guardhouse, and take his heavy machine gun (this is the first opportunity for

- Rayne). The other guard is in a bunker attached to the building and cannot be reached with regular weapons.
- 3 Rebound jump to reach roof, by bunker.
 - 4 Line slide on communication wire.
 - 5 Slide over death pit.
 - 6 Get to Flak cannon, spin it around and aim at the lights in the bunker. BLAM! Cinematic or inset shows the bunker explode leaving a hole for Rayne.
 - 7 As Rayne tightropes back to the base, she can see some movement in the bodies below...or maybe that was just her imagination.
 - 8 Hop into base through the hole the cannon made. An alarm is sounding initially (it will stop before its annoying) and lights are flashing. Fight the Germans sent to defend.
 - 9 Grab some heavy-duty weapons from the training room.
 - 10 This !!target!! wanders around within the box on *all* the floors (except the basement).
 - 11 While running down the hall, Rayne hears sounds like something large moving quickly through the vent above.
 - 12 Rayne finds her first “boss” !!target!! in the chapel. He is a Thule society priest. He holds a shovel and appears to have dug a hole into the wall behind the pew and filled it with dead slaves. Rayne asks what the shovel is for. They have some dialogue and Rayne learns about the relic (a crystal skull). The priest throws the shovel at Rayne and then approaches the pew. A metal door slides shut trapping the two adversaries. The wood panels fall to the ground and a machine gun (or other large gun) rises out, followed by a metal shield. He starts firing and Rayne must weave in and out of pillars to get to him. The pillars are decimated like the Matrix. Once Rayne gets behind his machine gun, he is completely vulnerable. After killing him, Rayne can take his gun and she will automatically find a switch for a secret passage that opens into the Brig (this is to minimize backtracking).
 - 13 Rayne finds a group of soldiers waiting for her. After killing a few, the rest retreat, running to the elevator.
 - 14 The survivors get on the elevator and begin descending. If Rayne jumps on the top of the elevator, they start shooting the roof. If Rayne cuts the cable, they fall all the way to the bottom and the whole elevator implodes on impact with everyone inside. 14 ½ If Rayne climbs or jumps down shaft, she will catch a glimpse of a Daemite crawling.
 - 15 Rayne uses the Comm Center to radio into Spookhouse and gets an additional objective to retrieve the relic. After she is done, have the radio cut back in and Rayne will hear a mysterious voice make a threat and laugh before cutting off (it’s a Daemite).

- 16 This !!target!! is sleeping.
- 17 Get some heavy-duty weapons.
- 18 Get some more heavy-duty weapons, probably grenades.
- 19 In the locations that the lines point, Rayne will find a ton of dead slaves (no living ones to prevent AI and rescue issues). The first point she hits will trigger a creepy Daemite laughter .wav as she leaves the room to create a little apprehension and foreshadowing. When she reaches Slave Process 2 she will make a comment to explain why Nazis suddenly killed 'em (to prevent uprising during Rayne's attack). Remember to put trigger for *both* floors.
- 20 These are double garage doors to help with portal system. They slide into the floor versus a traditional garage door opening upwards. Only one door can be open at a time. There is a guard between each pair of doors. Between the first pair (furthest from the sub dock stations) the guard will immediately attack when he spots Rayne. The guard in the second pair will panic and begin raising the door again. If Rayne is quick she can get in there and kill him, and then open the next Garage door. If not, Rayne will have to find another way in (stairs, or rebound jump in one of the taller rooms).
- 21 A docked sub is in the bay with a !!target!! on the sub. As soon as Rayne is spotted, he starts shooting the deck gun at her (being careful not to shoot the torpedoes on the dock) as other troops attack. Rayne can get onto the sub and fire the gun herself. She can shoot the torpedoes causing a massive explosion.
- 22 If Rayne takes the duct or she can catch the !!target!! off guard while he uses the restroom. Then if she quickly returns to the duct she can get away before the guards in the soldiers quarters run to investigate the target's death screams. If she heads down the hall, she will likely be spotted and have to kill all the men to get to the target.
- 23 This !!target!! is on the highest catwalk with some men. The optimal path is to shoot or kick the supports for the catwalk and watch them all fall to their deaths.
- 24 Rayne cannot get into the mineshaft but can operate the lift. Some Germans will see Rayne and will try to get into the garage (but the switch is malfunctioning). Rayne can hit the lift switch, which will raise some bars (meant to keep people out of danger), which will trap the soldiers in. The Germans will be crushed by the lift.
- 25 A minute or so after Rayne kills the last target in this area, Rayne will hear an emergency call over the PA system. Over screams, explosions, and gunfire a frantic voice orders all to abandon pursuit of female intruder (Rayne) and begs for help in the

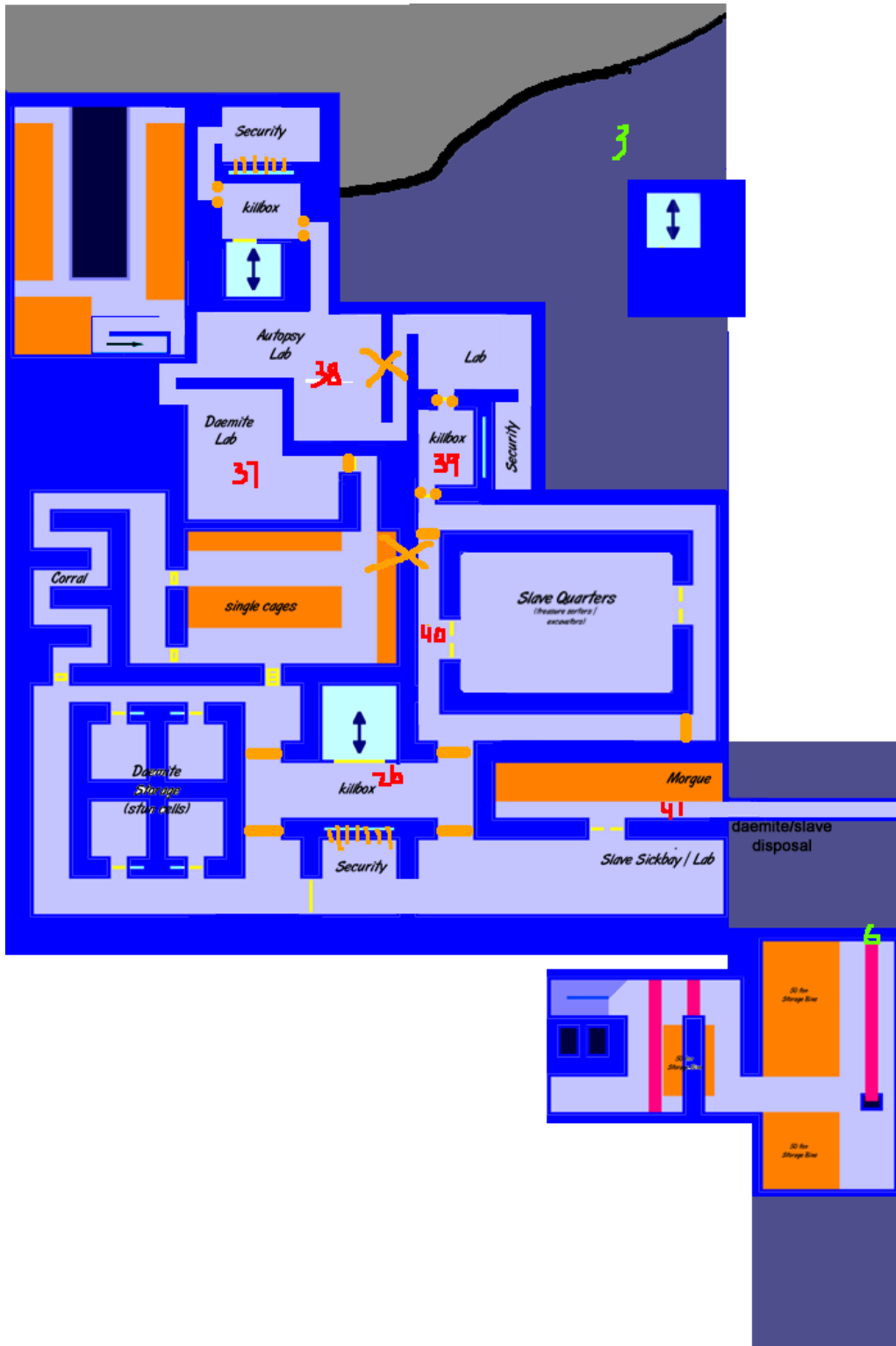
science lab. The voice cuts short with a scream of agony. The gunfire and explosions die down a bit. Then Rayne hears some strange laughter and the PA turns off. This is followed by another electronic(?) announcement saying Garage Bay doors unlocked. Once Rayne gets down to the garage she sees another !!target!! and a few troops boarding a jeep. They drive off through the tunnel.

Scene 2 – Main Base/Science Lab

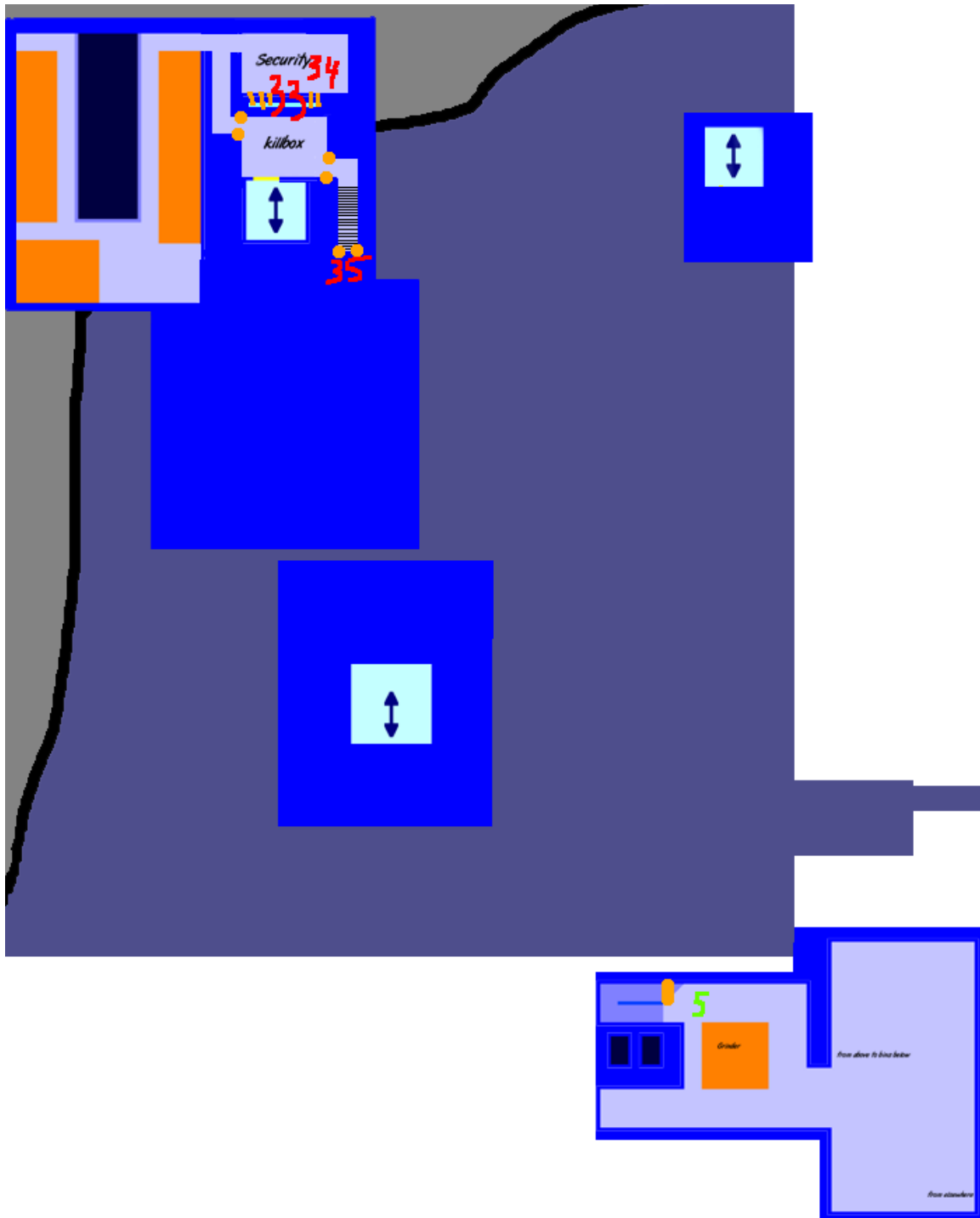


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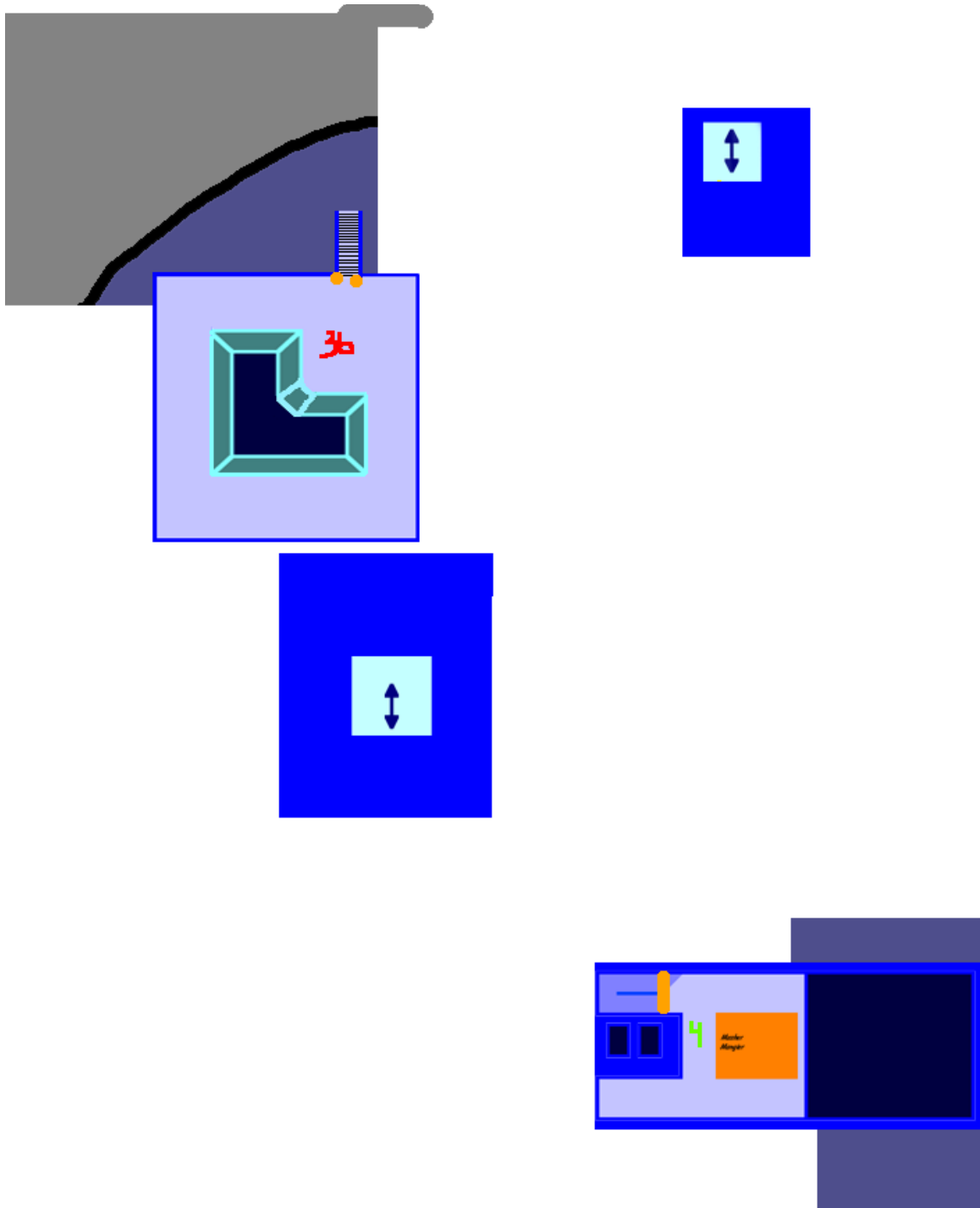
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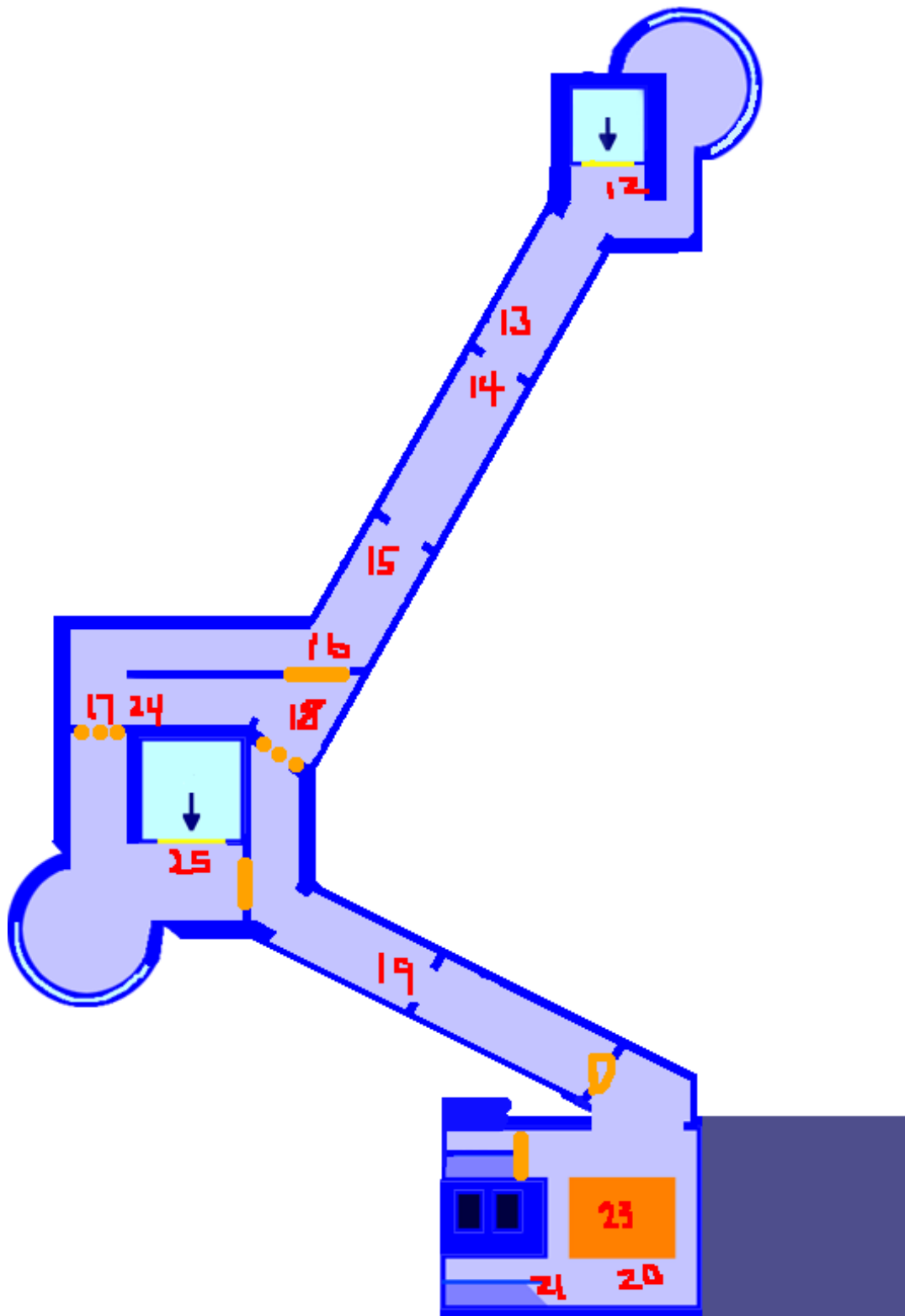
Main Base/Science Lab Second Floor



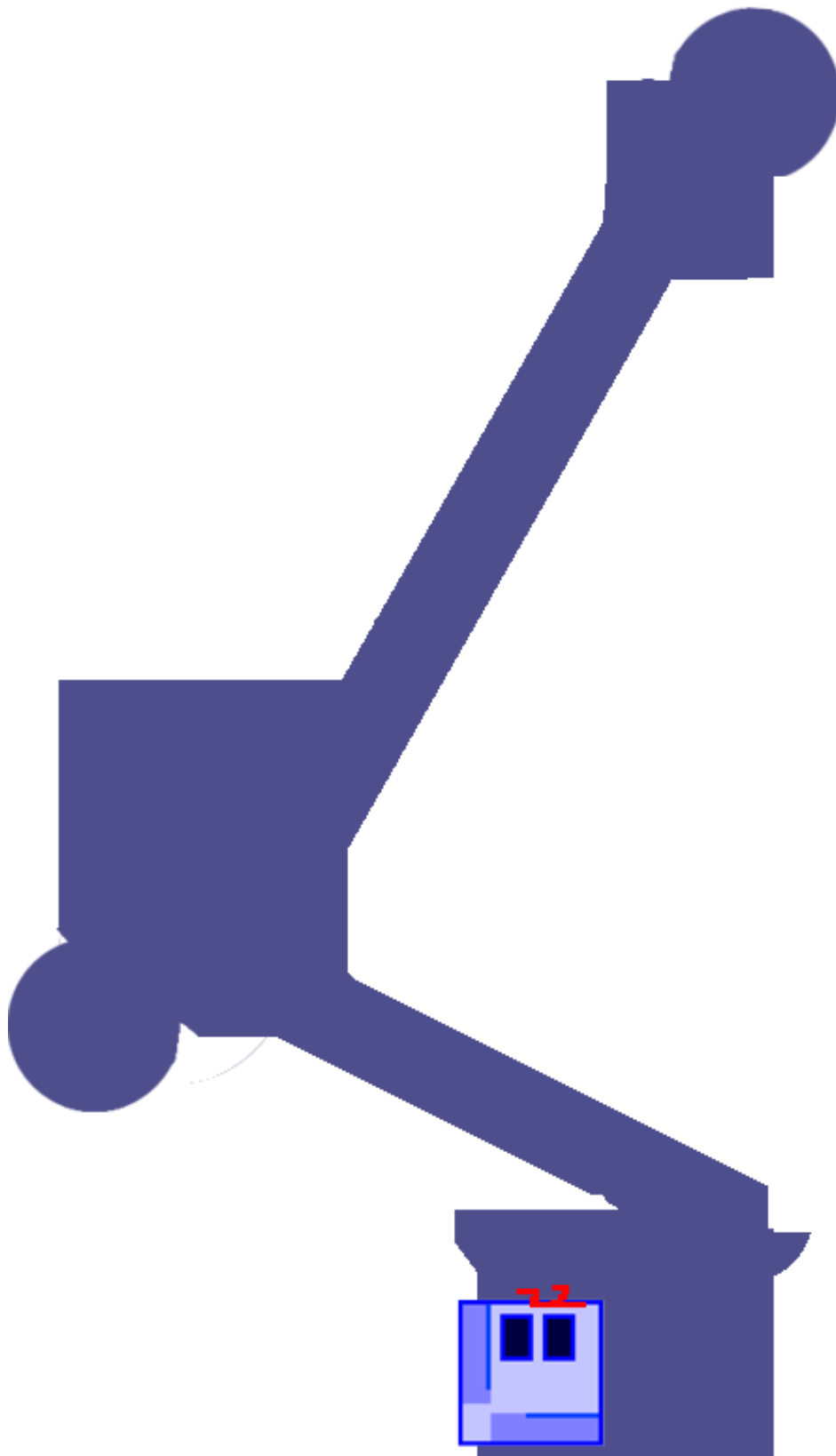
Main Base/Science Lab Third Floor



Main Base/Science Lab Fourth Floor



Main Base/Science Lab Fifth Floor



Main Base/Science Lab Sixth Floor

Lighting is very important in this level. Some areas lights are out. Others have yellow backup lights. Still others have flashing red emergency lights. Also, most of the killboxes/security booths have bars on the inside of glass in the security booth. This is to ensure that Rayne can break the glass to kill someone, but can't enter the booths. The bars are marked on the map.

- 1 Rayne follows the jeep. It is too fast to catch.
- 2 Rayne rounds the corner and from a distance sees the !!target!! and two other troops about to exit the jeep in the killbox/garage. Flashing emergency lights are seen in the room ahead giving an eerie strobe affect to the soldiers movements. Sirens are also heard coming from ahead. Suddenly, all of Lt. X's men are attacked by strange men in Nazi uniforms that crawl along the walls. Lt. X is seen being struck in the face by a head-sized object which quickly disappears. Then Lt. X and men strangely wall-crawl away. The whole attack and disappearance is mere seconds.
- 3 Rayne finds a couple weapons and some blood, but no bodies. As she looks around, the place looks like a war zone. Bullet holes and grenade scorch marks are all over. Furniture and machinery is destroyed and/or in disarray. Blood is everywhere. Suddenly the sirens stop and there is complete silence. Level music fades in a few seconds later. There is blood that leads from the jeep all the way to the elevator as if a body had been dragged.
- 4 Rayne's only option is to go up. If she takes the elevator like a normal human, it will stop briefly before reaching the next floor and she'll hear a thud and then some scuttling before the elevator moves again. If she sends the elevator up and uses the shaft, she will hear some scuttling and catch a glimpse of a Daemite.
- 5 Rayne will hear some laughter from the room she just past. If she investigates, she will find nothing.
- 6 Rayne follows the blood trail to the soldiers' quarters. It leads to the next soldier's barracks and Rayne can see a leg in the doorway.
- 7 Rayne enters the room to find a bunch of dead soldiers. One is the !!target!! from the jeep. As she approaches the officer lifts his head and laughs as his head flakes off in bloody chunks revealing the Daemite head underneath. The other bodies follow suit. Other Daemites are heard crashing through ducts and such in the neighboring rooms. Rayne soon finds herself surrounded by the creatures. Rayne must kill the !!target!! before the bathroom floor will collapse.
- 8 Rayne finds the bathroom floor completely wet. It appears as if a large explosion occurred here and water pours onto the ground from damaged pipes. Some twisted pipes also block the exit

- door. As Rayne approaches to examine the situation, the floor collapses from the water/explosion damage. Rayne tumbles down into a storage room below.
- 9 The storage room is about waist deep and Rayne completely submerges initially (to ensure all weapons get wet). Rayne cannot rebound jump back out (we need to ensure this). She must rebound kick the wall to enter the stairwell to safety.
 - 10 Rayne stops and smells herself and concludes it wasn't just water in that room but the Germans must have been storing _____ in that room and it mixed with the water. Because her weapons were submerged they are now defective or worse a danger to herself. She opts to leave the weapons behind and rely on her blades.
 - 11 Rayne gets on the elevator and goes up (her only option).
 - 12 Rayne finds herself in a guard tower/bunker attached to a corridor. Unfortunately the machine gun is missing from its tripod. ~~If the player looks out the bunker, they can see the gun on the corner of the rooftop. They will be able to get the gun later, but right now,~~ Rayne must make do with her blades and harpoon.
 - 13 Rayne hears a loud scream from outside. She can look out to see a skylight type construction with slave pleading for his life (in Portugese? – the player and Rayne won't need a translation to know what is happening). He begs to what appears to be a doctor. A soldier and another slave are also present. The doctor, known as The Bucheress, motions to the soldier. The soldier fires into the slave and he falls limp into the skylight. She pushes the next slave towards the door and then pushes him into the skylight herself. He gives a similar scream to the one Rayne first heard.
 - 14 As Rayne passes through the door she hears the scuttling noise and laughter and taunting again. She looks up to see Daemites pouring from the elevator and the bunker doorway. The following is also the exact point that the beginning of the game starts: cinematic to Rayne slamming the door and rebound jumping a crate to help block the door. Banging is heard from the other side. Player needs to run.
 - 15 As Rayne runs, the door behind her starts to bulge and give, finally exploding forth the Daemites. They are crawling on the walls and ceilings as well as running behind her. More scuttling above. There are pipes lining the walls and a way to slow down the Daemites is to hit the pipes releasing steam.
 - 16 The door in front of her won't open. As she round the corner some Daemites crash through the ducts right in front of her. Kill them quickly.

- 17 (Note: this door does NOT open in the intro scene). This door will open to reveal a Daemite manning a machine gun in the bunker facing the hall. A quick cinematic has Rayne cartwheel out of the way just in time to avoid the machine gun fire. Rayne cannot go down that hall without getting killed yet.
- 18 Rayne comes to a dead end. There is a portrait of Wolf Heinrich on the wall. Daemites crash from the ceiling landing right on top of her and knocking the picture to the ground (still facing Rayne, though). She hits the ground and Daemites from behind join the dog pile. Cinematic: as Rayne blacks out, she notices the picture in front of her face. She reads the name: "Wolf Heinrich". Fade out to the sounds of laughing Daemites. (In the intro, this is where Rayne flashes back). A couple of seconds later a huge explosion is heard. Fade in to see Rayne still being overwhelmed, the player can try and fight again. BAM! An explosion shakes the screen and rips open the door in front of Rayne. It also happens to knock off all the Daemites, even killing some. A Daemite with a sack of grenades laughs as he runs off down the hall.
- 19 As Rayne runs, more Daemites crash out of ducts behind her and immediately after more Daemites crash through the tight windows lining the walls directly in front of her. Kill 'em quick.
- 20 Rayne enters a grinding room in the mill (Note that she cannot leave the interior set of the mill. She runs over or past the giant grinders and waits for a large group of Daemites to come crawling over the grinders to get her. She can hit the lever to turn on the grinder for a couple of seconds mutilating the attackers. She can do this a couple of times before the remaining daemites get wise and avoid the grinder to get to her.
- 21 Rayne runs up the stairs.
- 22 At the top of the mill a Daemite stands on top of the chute and lobs grenades at Rayne. Rayne can use this to her advantage as the Daemite seems to be amused no matter who is caught in the explosions. The Daemites coming up the stairs are likely to get nuked if Rayne draws his fire. Once Rayne slices the grenade Daemite he falls in the chute to be grinded below. Rayne goes back down.
- 23 In the middle of the grinder is the Daemite's grenade pouch. As soon as Rayne gets on the grinder, it rumbles loudly and shakes as if it is going to grind Rayne. (Cheap scare trick). Rayne can grab two grenades from the pouch at a time. The pouch has an infinite number of grenades in it so she can come back and get more if she needs 'em. Rayne heads back to the Daemite machine gunner.
- 24 Rayne lobs a grenade into the bunker, successfully blasting him. She can grab the gun.

- 25 Rayne takes the elevator down. Note that the next three targets can be met in any order.
- 26 If Rayne exits the elevator here, the killbox doors will trap her in, gas will start filling the room, and a Daemite will rise up laughing as he “watches”. Rayne must rebound kick the window numerous times or expend a heap of ammo shooting it until it shatters, which will cause the gas to enter the security booth, killing the Daemite. The door to the elevator (and only that door) will now open again.
- 27 ~~Rayne will find another Daemite officer target among other Daemites in the soldier’s mess hall feasting on dead soldiers.gone~~
- 28 As Rayne walks through the treasure sort, Daemites will suddenly burst from the crates (cheap scare).
- 29 Rayne can’t open the garage door to the fuel room so she has to go through the excavation room. There are more crates so the player should be fearful from their recent experience. However, as the player walks through a huge explosion is and Daemite screams are heard nearby (another cheap scare). This is followed by gunfire and the sounds of Daemites getting killed.
- 30 Rayne looks into the kitchen storage to see the Commando boss ~~target!!target!!~~ killing some Daemites as well as some Daemites killing the Commando’s accompanying troops. One pure Daemite is entering a soldier’s mouth, so the player gets to see the process up close if they want. The Commando spots Rayne and runs out the door.
- 31 Rayne finds the previously locked garage door open. She can track the commando and take on his guerilla tactics. He will cover the area marked with the dotted lines. He also likes to hide and may hide in crates as the Daemites did. It is very hard to beat him now. He is very fast and will run and hide often, giving Rayne little chance to get him. If he hits Rayne enough, he will leave on his own. Also, if he is hurt badly, he will try and run away for good in this scene.
- 32 Rayne needs to ascend to the top of the boiler. As she goes, Daemites will be hot on her heels. Luckily as she jabs her blades into the boiler and jumps, jets of steam are released from the metal wounds, often nailing the pursuing Daemites.
- 33 If Rayne has already shattered the glass of the security booth, she finds another ~~!!target!!~~ cowering in the security booth. He begs for his life and then weeps. She needs to kill him and hit the switch opening the killbox doors. If Rayne has NOT broken the glass yet, she will find an empty booth. After she opens the killbox doors and enters the killbox, the ~~!!target!!~~ suddenly appears in the security box. He shuts the killbox doors trapping Rayne. He says something like not knowing who she is but it

- doesn't matter now as he turns on the gas. Rayne needs to rebound jump numerous times to break the glass. Once done, the officer dies and the killbox doors open.
- 34 Each target has a walkie-talkie that is crucial to this event. This event is also dependent on some variables. They are: the Daemite officer and the security booth officer must be dead, and Rayne has to have at least seen the commando target (it isn't necessary he's dead). If the commando is the last one seen, he will drop his walkie-talkie as he runs around the corner and disappears the first time. Once these criteria are met, Rayne will immediately hear the nearby walkie-talkie (whichever it may be) squak on. She will hear the Butcheress tell the three targets to immediately rendezvous on the roof to catch the arriving helicopter and escape.
- 35 If Rayne reaches the door to the roof before completing the three above tasks, the sliding view panel of the door opens and the Butcheress' eyes are seen. She says something to the effect of "who are you?" and closes the panel not to open it for Rayne again until the three objectives are met. Once Rayne has heard the message over the walkie-talkie and reaches the roof door a cinematic starts. From the Butcheress' side we see her slide open the view hole. She sees the security booth officer's face in the shadows. She opens the door and we see that the officer's head is disembodied and is held in Rayne's hand. The Butcheress lets out a gasp as Rayne tosses the head down the stairs behind her and enters the roof.
- 36 Boss scene: The Butcheress' bodyguard (the soldier from earlier) is still present. The doctor has him hold his fire and indulges in some much needed dialogue to explain the Daemites a bit (and finally name them for the player). The Doctor says the name is what they translated from some native temples. She also allows Rayne to look down into the skylight and explains the Daemite lab. She then punches a code into a control panel (there on all the sides of the skylight). Suddenly steam shoots up around the tile of roof that the soldier stands. Right afterwards, the tile slides away revealing a chute underneath that the helpless body guard disappears into. The body guard is soon seen flying out of one of many vents in the Daemite lab. The many, many Daemites (use Xboxer crowd for this) rip him apart in an instant. The doc explains she couldn't trust a soldier with the info he new anyway. Then she says, that obviously, she can't trust Rayne either. Player is in control as steam shoots up around a select group of tiles, including the one she is on. She must jump to a safe tile. The fight follows with the doctor trying to stay on the opposite side of the skylight as she accesses control panels to try and catch Rayne with the trap doors. If Rayne falls in through the

- breakable glass or the chutes, she will be devoured like the soldier before her. However, when she finally kicks, shots, or slices the doc, the doc will crash through the glass and she will get a taste of her own medicine. Then (why can she do it now, but not before?) Rayne can turn on the emergency cleansing which will fill the Daemite lab with flame. This cuts the Daemite numbers to something Rayne can manage and allows us to do away with most of the characters and their body parts. After Rayne does this, the helicopter arrives and begins firing. Rayne can shoot the helicopter, preferably using the big roof mounted gun, or she can just jump into the Daemite lab.
- 37 Not all the Daemites were killed so Rayne still has to fight huge quantities.
- 38 Something scary in the autopsy room?
- 39 As Rayne enters the killbox, a Daemite crashes from a duct in the security booth and traps Rayne. At the same time two other Daemites crash from a duct in the killbox and attack Rayne. So she must kill the Daemites and then destroy the glass (or do it simultaneously for style points), making things a little more frantic.
- 40 Must destroy the wall here to progress.
- 41 In the morgue the shelves will slide out and Daemites will attack. Rayne needs to jump into the slave/Daemite disposal chute to escape/progress (after play testing the next level we can decide if we want Rayne to drop all of her weapons to enter the chute).

Mill

(numbers in green on maps)

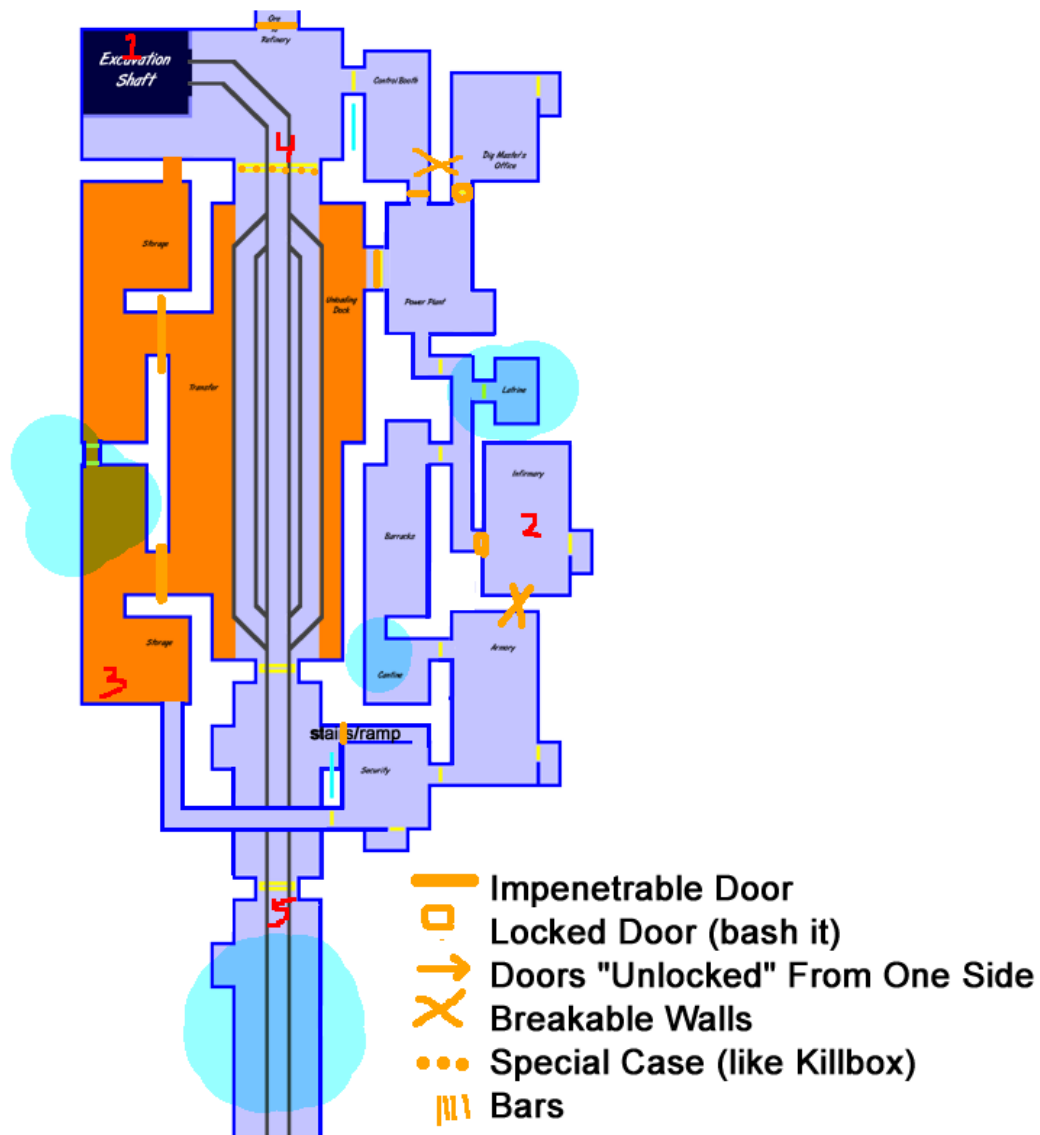
- 1 Rayne lands in a death pit. Some of the bodies in the pit get up, as more Daemites crawl and launch out of the disposal chute Rayne just exited.
- 2 None of the windows are big enough so Rayne must tight wire the rail network of the mill and enter near the top.
- 3 ~~The player can get the big gun that Rayne saw earlier from the bunker right before Daemite hall.~~ (NOTE: Rayne must NOT get over the fence around the skylight.) Once Rayne enters this area, the Commando will reappear.
- 4 In the mill: another mangler? Something different? Locked, gated stairwell; jump down to the bins below.
- 5 ...another grinder? Take stairs down. Stairwell up is locked.
- 6 Get on conveyor and drop down to conveyor on next floor.
- 7 Three quarters of the conveyor room is flooded starting at the north end. Jump from conveyor to conveyor to avoid water and dangerous machinery and fight Daemites.
- 8 Take the stairs down.

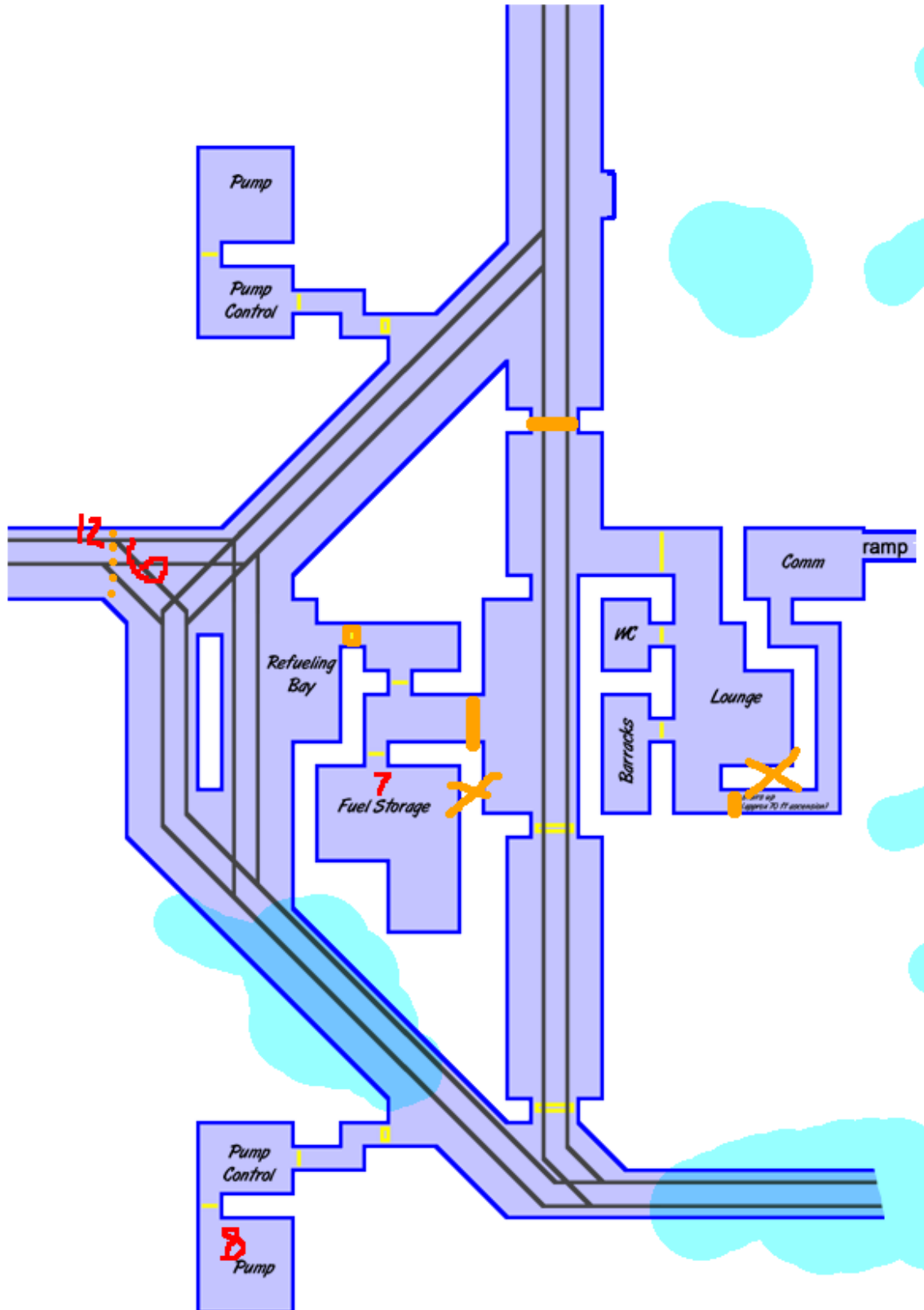
9 As Rayne rounds the corner she hears a man's scream and can see him get mutilated by something hiding in the shadows (a warrior Daemite). Suddenly another warrior Daemite drops down right in front of Rayne. The one hiding in the shadows also slithers forward. Rayne's best bet is to run.

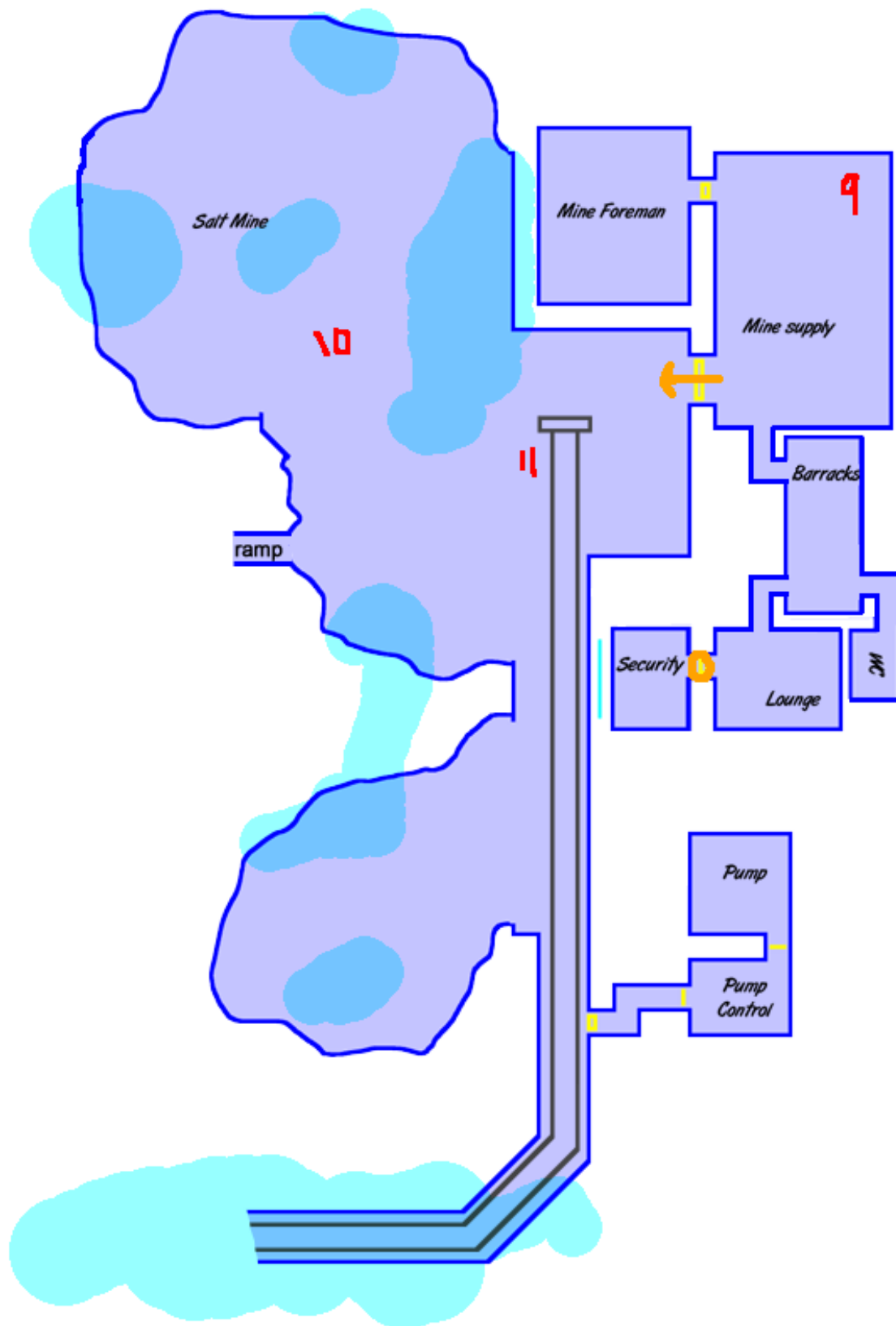
10 There should be water pouring down from the floor above from all of the conveyor hatches.

11 Rayne enters the killbox and sees a ton of dead Daemite bodies in the room. In the security booth is a normal soldier. He traps her and she has to smash the glass and enter the security booth (this one doesn't have bars) and turn off the killbox doors. As she does so she realizes that the security booth soldier wasn't the only human. In the adjacent vehicle room a small band of survivors have toughed it out. A couple stand ready behind large machine guns mounted on vehicle parts. Just as the Nazis spot Rayne, she can hit the switch to make the killbox doors lower and Daemites will start pouring through the killbox area from the mill and excavation site. If there were any warrior Daemites left, they will also come through now. Some of the soldiers turn their attention to the incoming Daemites and some focus on Rayne. Some Daemites head for the soldiers, and some focus on Rayne. Rayne can stay to procure a machine gun before heading down to the excavation shaft.

Rayne drops down the shaft. Once she's down she can't go back.

Scene 3 -Mine

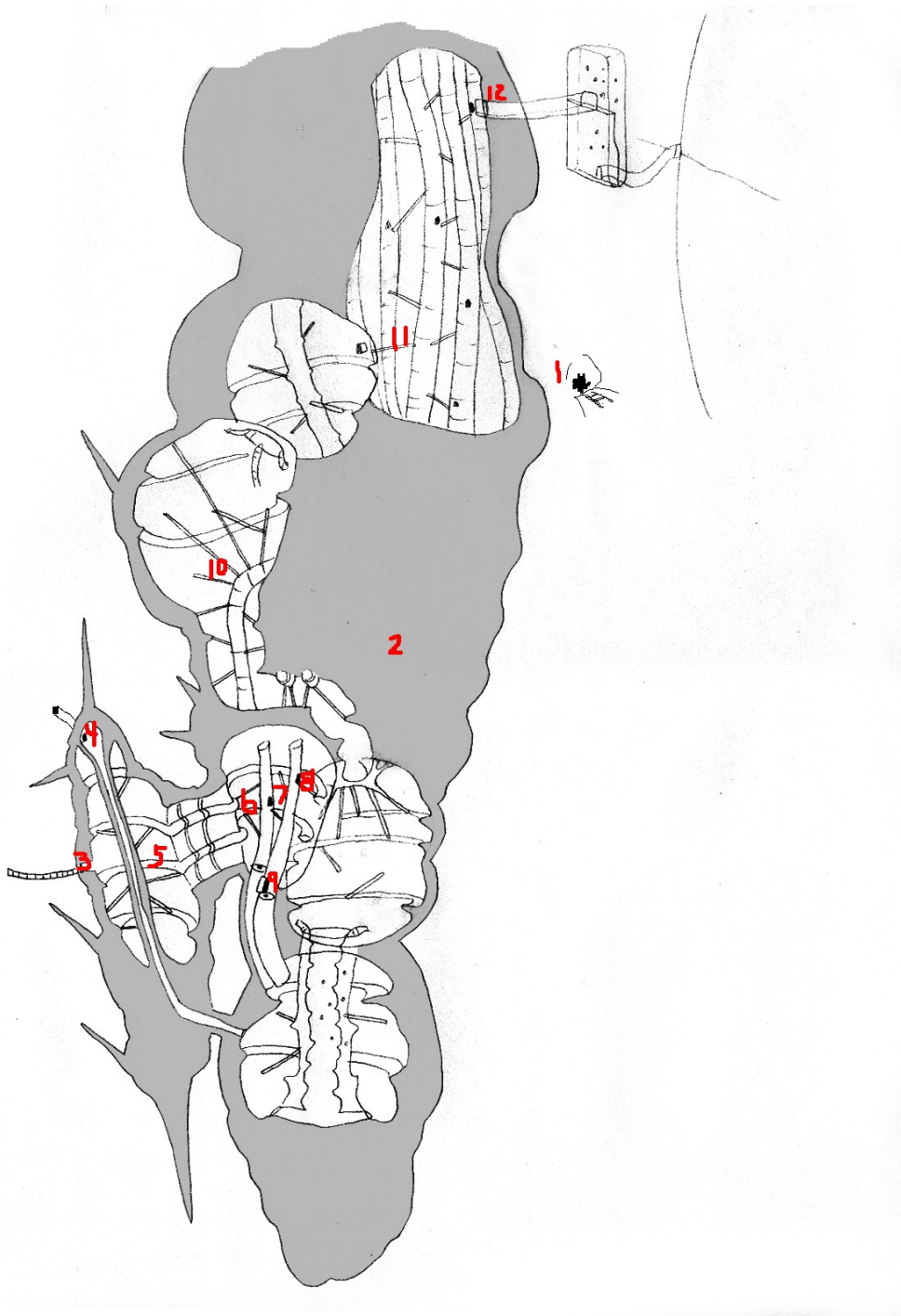




There should be many flooded areas here.

- 1 Rayne enters and see some troops run away from the main shaft. A target officer is yelling for everyone to clear. He depresses a detonator and an explosion collapses the main train path. The men then spot Rayne and he yells “regroup” and they run off to the east group of rooms. Rayne examines the rubble and concludes they are trying in vain to seal off the Daemites. She needs to go deeper and decides the same explosives that caused the block can clear it.
- 2 Rayne finds the !!target!! surrounded by his men. Daemites swarm in and Rayne can choose to watch them kill the !!target!!. However, it is likely that the men may turn into Daemites as well. Once !!target!! is dead, Rayne collects the detonator from him. Now she needs the explosives.
- 3 Rayne finds explosives here.
- 4 Rayne set up us the bomb and clears a path...for Zig.
- 5 Rayne can ride over a large flooded patch in a mine car.
- 6 Rayne will find another pile of rubble blocking the path.
- 7 Rayne will find a bunch of Daemites. If she has a weapon, she can detonate the fuel tanks blowing everyone up and punching a hole in the wall. If not she must beat them by hand and then rebound kick the wall.
- 8 Rayne finds the !!target!! as a Daemite in the pump room. She takes the detonator.
- 9 Explosives are found in the mine supply room. After getting the mine supplies,
- 10 The commando emerges from the shadows and he can run wherever Rayne can. She must defeat him now because she cannot lay down the explosives while he is there because he lobs grenades at her. He is a bit easier here because he is also contending with Daemites. If she hops on a mine car, he will do the same and follow.
- 11 Rayne can take a mine car ride to get to the rubble quickly. As she goes she will hit many Daemites and they will be mutilated by the mine-car.
- 12 Rayne detonates the rubble and heads down the tunnel.
- 13 Rayne finds the giant driller that the Germans have been using. It is parked right by a hole that penetrated into the temple area.

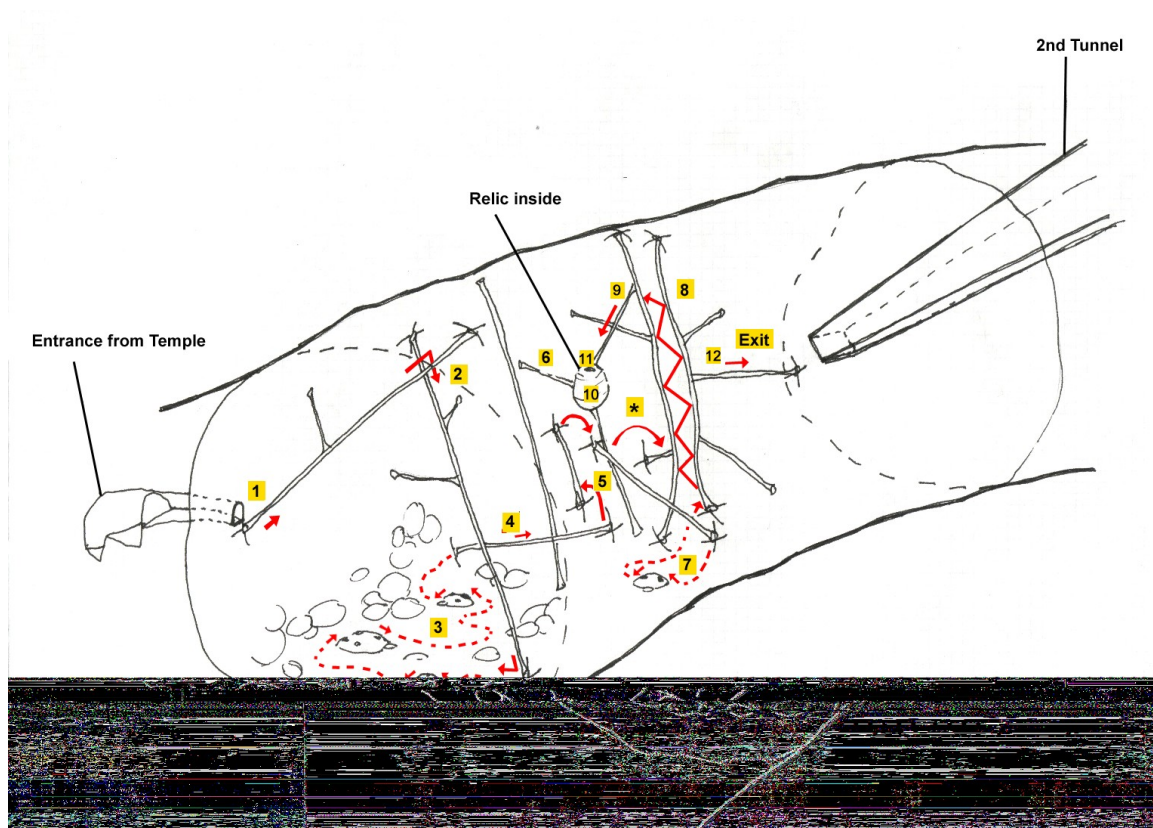
Scene 4 - The Temple



Daemite Temple

- 1 Rayne enters the hole to come into a breathtaking view of the exterior of the temple imbedded into the rock walls. There are

- German rope bridges and ladders that give access to the temple entrance. Of course, Rayne doesn't need most of the man made objects.
- 2 On the way down Rayne will start to hear periodic laughter and taunting in a foreign (probably ancient) language.
 - 3 Rayne enters the temple at the beginning...
 - 4 ...or she finds a somewhat hidden Daemite entrance and enters a tube that slides her into the second main room of the temple (this is a short cut). She pops out of one of the liquid portals, and cannot reenter.
 - 5 Rayne finds herself in the Daemite home. There are strange liquid-like portals on every surface and many radiating beams. She must use the environment to move deeper into the temple. The laughter and taunting continues periodically.
 - 6 Pure Daemites start coming through the portals from all sides.
 - 7 Any time the Daemites are using a non-crucial thin beam, Rayne can shatter it sending the Daemites falling.
 - 8 Rayne must enter a chute.
 - 9 Rayne exits a liquid pool and cannot reenter. Use the environment to progress.
 - 10 Rayne comes face to face with a warrior Daemite. Another comes out behind her.
 - 11 Two more warrior Daemites slither out and attack.
 - 12 Rayne enters the Daemite Chamber.



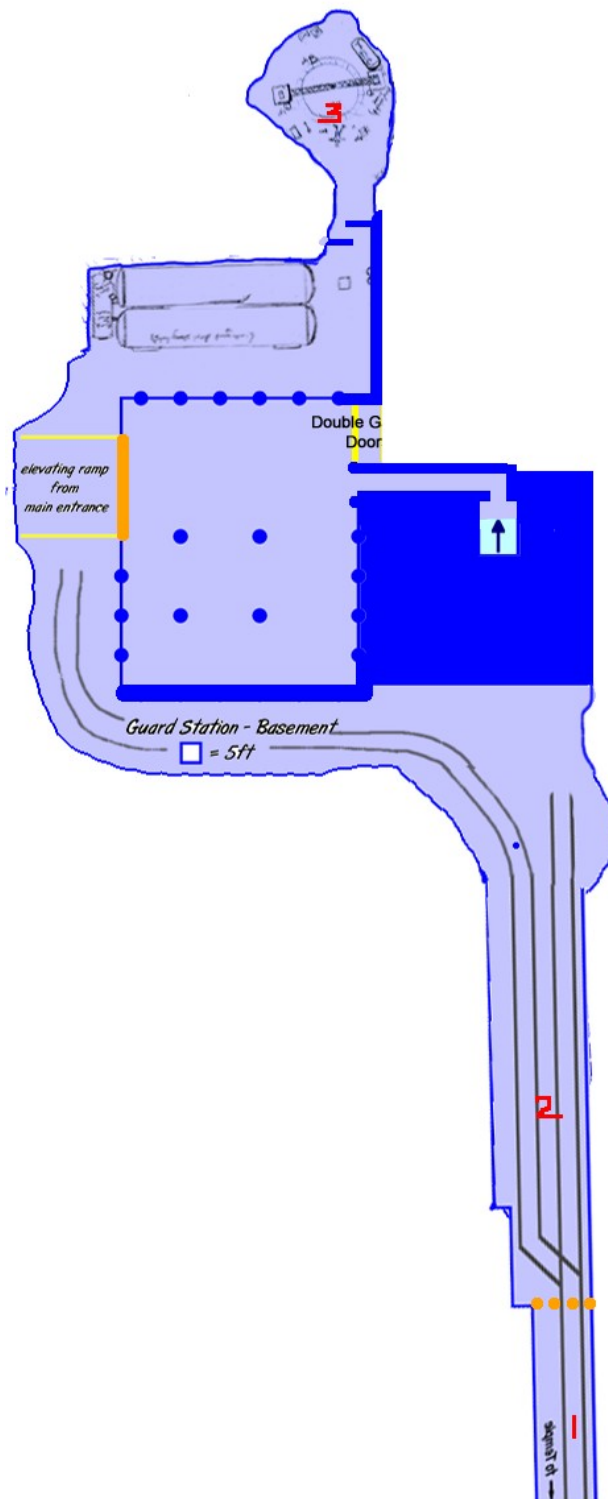
Daemite "Egg Chamber"

This is the huge cylinder filled with hibernating Daemites using the Xboxer crowd in the distance. Near the areas that Rayne can access, the Daemites are a little more sparse, but there are liquid portals prevalent. If Rayne lands on a Daemite cluster or fires a weapon, they will awaken and the camera will pull out as they all swarm her.

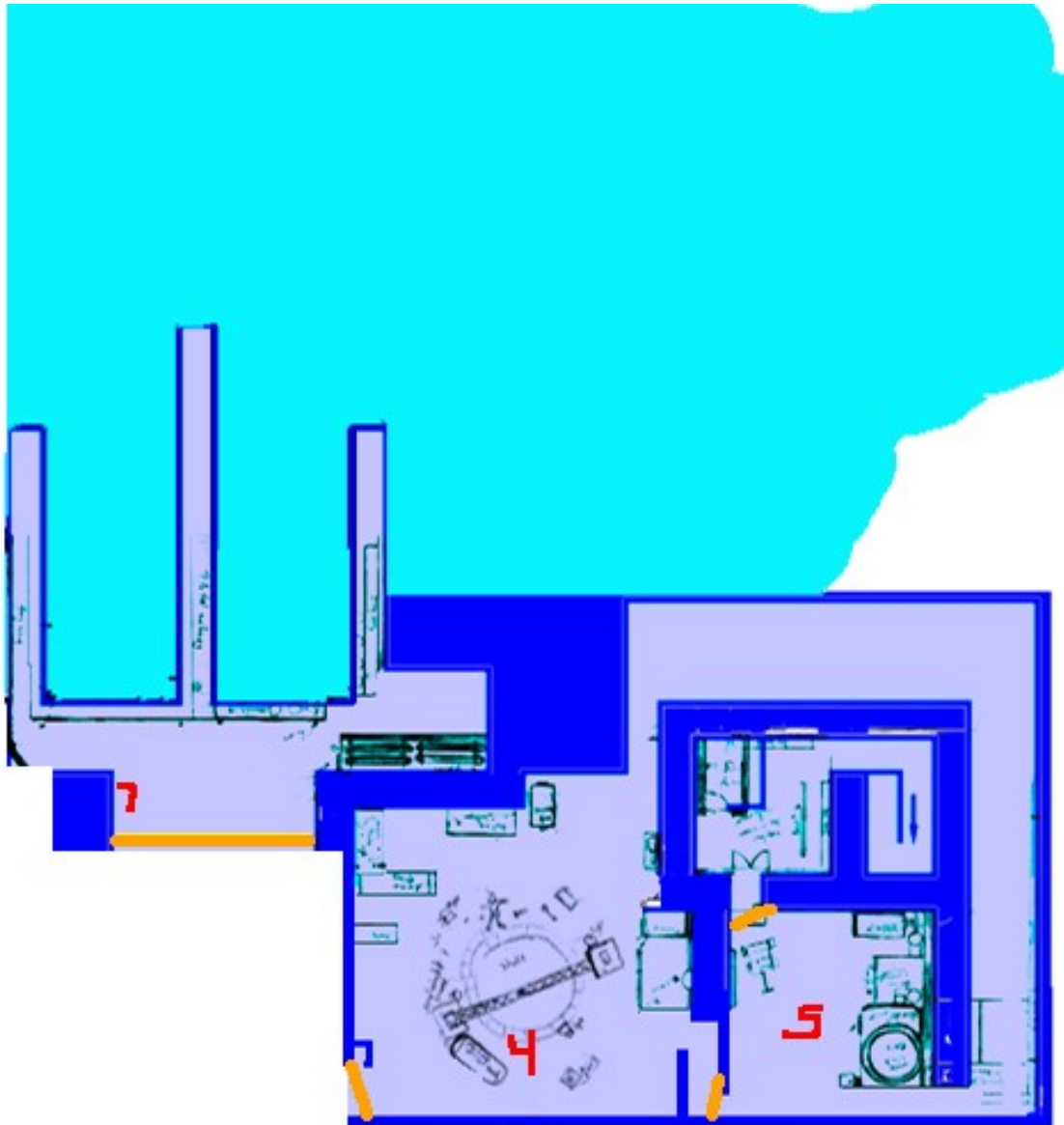
- 1 As she looks around Rayne says she'd better be quiet (to warn the player).
- 2 Jump to other line.
- 3 Avoid Daemites and water patches.
- 4 Jump, line slide/tight rope.
- 5 Jump, line slide/tight rope.
- 6 Jump, line slide/tight rope.
- 7 Avoid Daemites and water patches.
- 8 Rebound back and forth up the dual lines.
- 9 Line slide into the relic pouch.
- 10 Rayne finds a crystal skull and realizes the skull is worthless. It is only a mount for the true relic - Beliar's eye. As Rayne examines it, she screams as the eye magically and painfully imbeds in her own socket. Rayne recovers and regains her feet. Laughter begins to fill the air. She has awoken the Daemites. This is followed by a muffled mechanical whirring noise (this is the German driller).

11 Rayne gets on top of the relic pouch and sees her suspicions were true. Daemites are already blocking the entrance she came from. They are line floating on the lines moving in on Rayne. Suddenly everything goes slo-mo. Rayne discovers her new power granted by the relic and OST shows the player how. Things return to normal speed and a loud rumbling is heard. A second drilling machine breaks through the wall opposite the entrance and backs up. A Nazi peaks into the chamber and says something along the lines of: "Holy shit! Get some explosives down here. We've got to blow this place to hell!" Rayne's only option is to line slide to the new hole entering the second mineshaft under the sub bay.

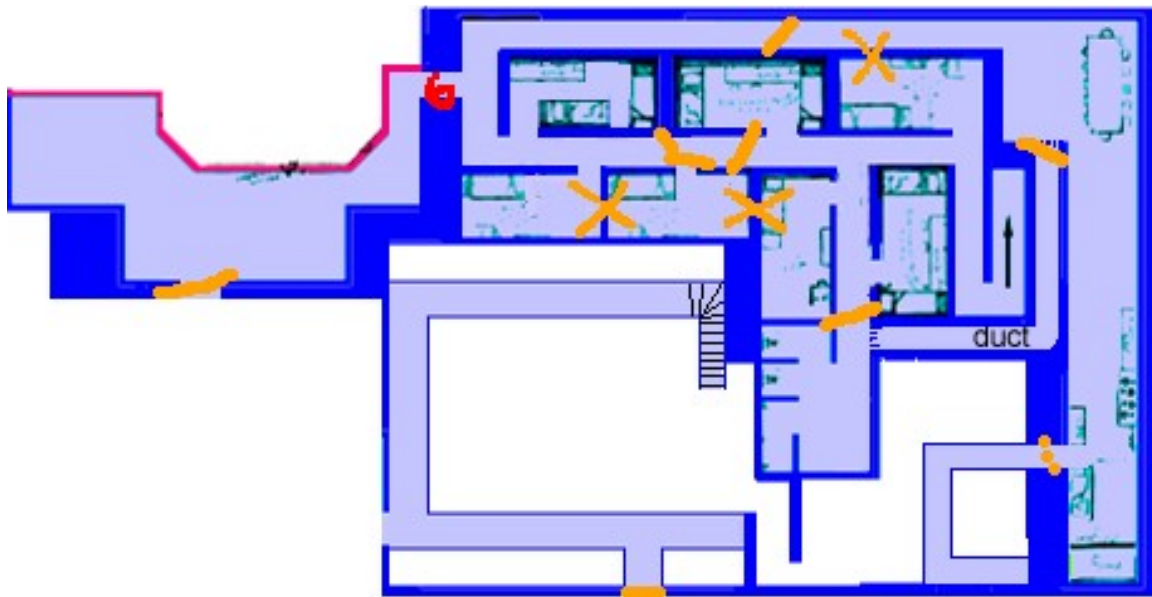
Scene 5 - Ruined base



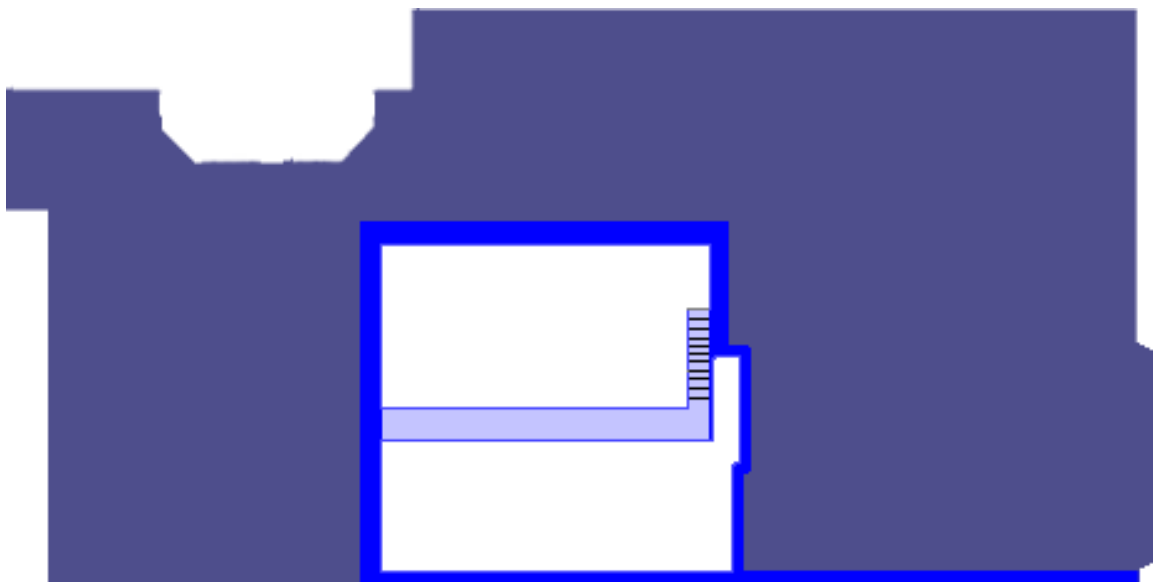
Ruined Sub Bay Basement



Ruined Sub Bay Ground Floor



Ruined Sub Bay Second Floor



Ruined Sub Bay Third Floor

- 1 Rayne sees the Nazis loading the driller with explosives. The path is blocked by the driller, which is held on the tracks by cables. Daemites start pouring into the hole behind Rayne. The soldiers will see Rayne and Daemites and attack in a panic. She kills the soldiers and chops the cables to release the driller into the pit.
- 2 As Rayne is running proceeding down the shaft, an inset shows the driller hit the base of the Daemite chamber. The driller explodes and a chain reaction fireball swallows the chamber and pours into the shaft Rayne is in. Chasing Daemites are consumed by the flames as Rayne runs from the unstoppable fireball.

- 3 A short cinematic shows the vertical mineshaft in the ceiling so the player knows where to go. Rayne must rebound jump vertically to stay ahead of the fireball. Alas, at the top, she is stopped by the heavy metal cover on the floor of the sub bay. The flames completely consume her. Fade out.
- 4 Fade in to sub bay in a long camera shot showing the covered mineshaft and giant drill machinery. There are a couple of soldiers on the catwalks. A low rumbling is heard and the soldiers look at the shaft cover. The rumbling grows and the camera starts shaking as objects start falling and bits of concrete fall from the ceiling. The rumbling and shaking get more violent. One of the soldiers loses balance on the catwalk and falls to his death. The rumbling crescendos as a huge fireball explosion bursts out of the shaft with Rayne's body in it. The fireball fills the screen and all goes black. Fade in to a completely decimated room. Emergency lights flash and sirens ring. The machinery is in shambles, cracks and holes litter the walls, debris is everywhere. Water leaks from some areas and electricity sparks in others. Smoke and dust fill the room. The sound of a man can be heard crying in agony that his legs are broken. As the smoke and dust die down and a couple more pieces of concrete fall to the ground, you can see a soldier pinned by debris. He is the one begging for help. A moment later, some nearby debris appears to move and fall over. Rayne slowly crawls out and brushes herself off. Player has control and if Rayne approaches the soldier he will see Rayne and start pleading for his life as he stretches to reach his gun that has fallen on the ground (he physically can't reach it though). Rayne can pick up his gun and shoot him with it, or take the opportunity to get a much needed health boost.
- 5 !!target!! 1: GGG Brute - The massive Aryan strongman helps bring the base down around Rayne's ears, knocking over pillars and pipes to fall upon her. To prevent Rayne from escaping without seeming too contrived, we place her in a crumbling environment. Wall panels shift when she hits them, preventing Rebound Jumps. Platforms and pillars topple when she attempts to Rebound Jump away. Instead of just arbitrarily closing the door and telling the player that they cannot leave, we make it actually impossible to Rebound Jump out of that area until the scene is completed.
- 6 Rayne makes it to the sub docks and sees two subs in port. She sees an officer !!target!! and a couple of men on the far sub. Her zoom vision kicks in and the officer turns. Rayne sees it's the same man from Louisiana - Wolf Heinrich, and he has Beliar's other eye. Then is it obvious that he sees Rayne, too (he has zoom vision himself, after all). He smiles wickedly and then turns to his men and makes a gesture to the artifact crates and

descends into the sub. The sub submerges as the other soldiers hop off. Rayne can then attack the soldiers that are stacking crates by the sub, but she can't open the hatch. She says she needs to get onto the sub somehow.

- 7 Once the player nears the large coffin size artifact crates, a cinematic shows her open a crate and get in. Fade out.

German Docks (sub bay in Germany)

This scene is a brief cinematic to establish the scene for the next level. This set is a dock, a room and the driving room in the sub using assets from Argentina.

- 1 Fade in to show the sub floating towards a dock at another sub bay in Germany. German soldiers on the dock call out to the sub and get no response. They open the hatch and tons of rats pour out. The scene cuts to a low camera shot between a pair of a woman's legs (this is Black Asp) looking out to two soldiers carrying Rayne's crate past the captain who is tied to the wheel and drained of blood. Black Asp's voice is heard telling the men "You will tell the soldiers the plague killed them. They are to stay away from the sub and retrieved artifacts until they are decontaminated. Fade out.
- 2 Fade in to a room with relic crates. One crate opens and Rayne emerges and finds a classified folder in front of the crate. Opening it, she finds a new list of targets and orders to follow Nazis to Castle Gaustadt, kill all targets and retrieve the relic. Rayne wonders how the hell someone found her to give her the file (it was Black Asp undercover at the Sub bay in Germany, but only smart players will catch that right off). Rayne runs into the darkness.

Act 3 - Germany

Introduction

1936 - In a series of interconnected castles atop separate mountain peaks in the heights of Piatra Craiului Mountains in Romania, vicious vampiric creatures have unwittingly guarded the most powerful of the Beliar Relics for centuries. Rayne moves in just behind the Nazis as they storm the castle.

Enemies

Not only must Rayne defeat the most powerful GGG Soldiers, the guardians of the last relic are vicious bloodsuckers.

Environment

Castles

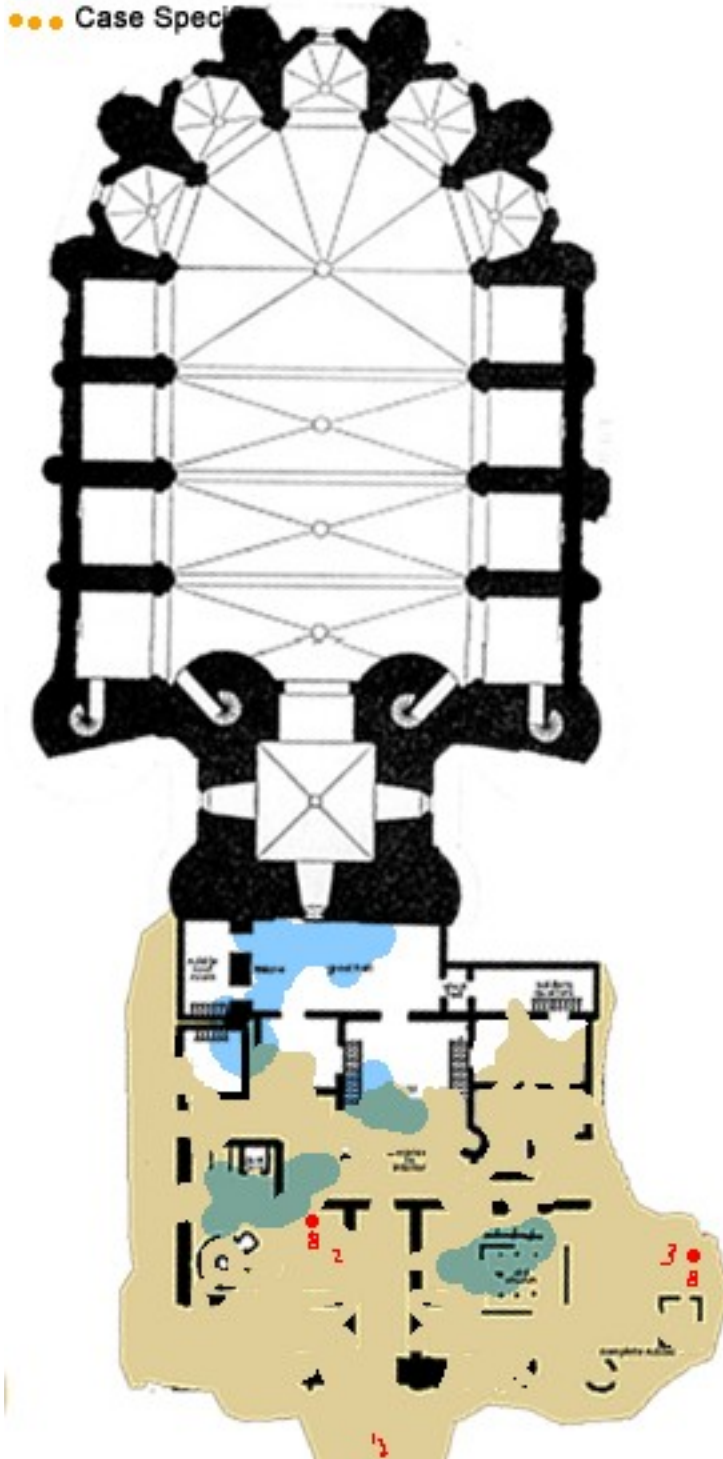
Three separate castles tower from three separate nearby peaks, attached by elevated skywalks and bridges.






Gameplay Sequence

Old Gaustadt

The front of castle Gaustadt was already in ruins in the original Nocturne. Now, half of the castle has been reduced to rubble thanks to the German army. However, there remains a huge cathedral that has been added to Old Gaustadt since Nocturne. In fact, in the ten years time since Nocturne, the castle has had enormous additions made giving the impression there are now three separate castles.

- Impenetrable Door
- Locked Door (bash it)
- Doors "Unlocked" From One Side
- X Breakable Walls
- ... Case Spec



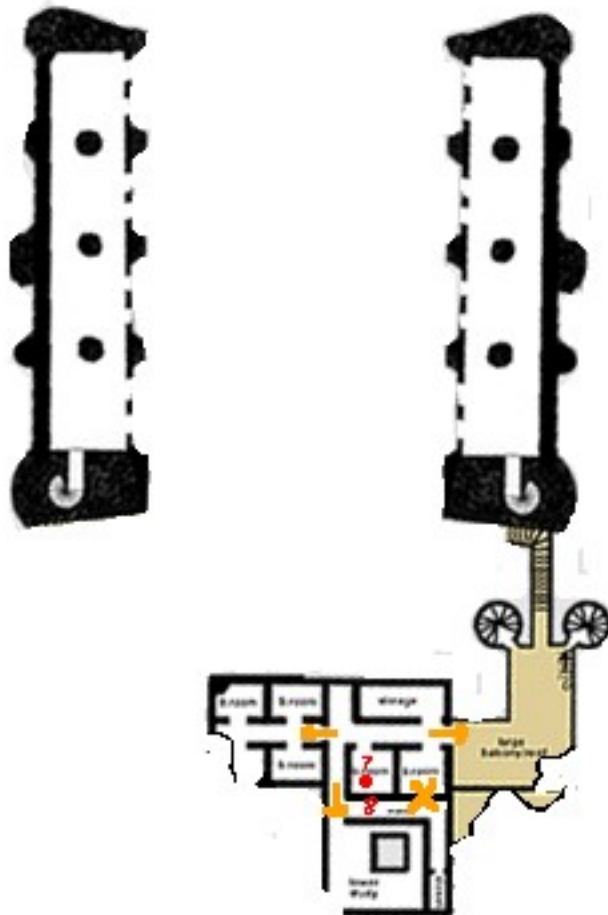
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-  Locked Door (bash it)
-  Doors "Unlocked" From One Side
-  Breakable Walls
-  Case Specific








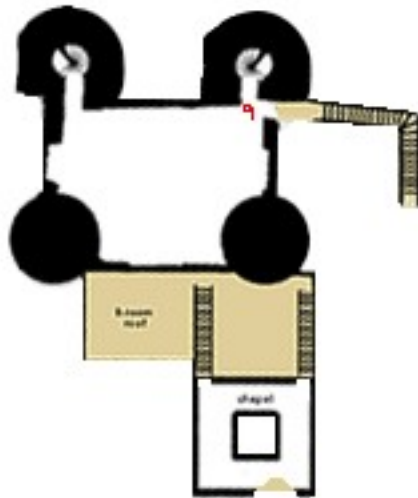
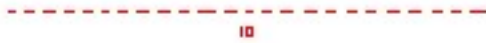
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- Doors "Unlocked" From One Side
- ✕ Breakable Walls
- ... Case Specific








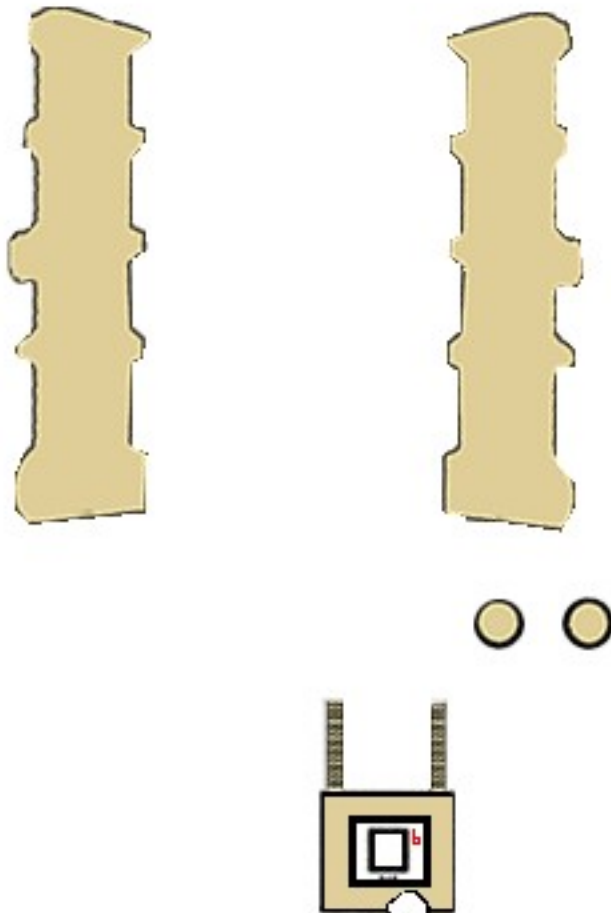
- Impenetrable Door
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- ✕ Breakable Walls
- ... Case Specific



-  Impenetrable Door
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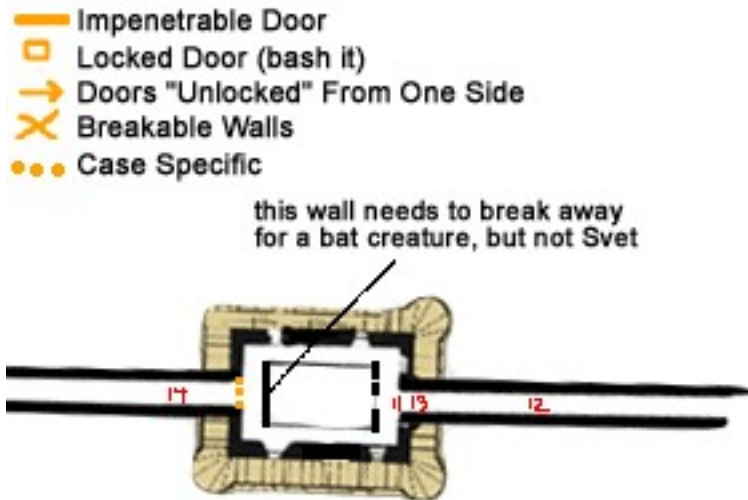


-  Impenetrable Door
-  Locked Door (bash it)
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-  Breakable Walls
-  Case Specific



- Impenetrable Door
- Locked Door (bash it)
- Doors "Unlocked" From One Side
- ✕ Breakable Walls
- ... Case Specific





The targets can be killed in any order. They all carry walkie-talkies. As soon as the last target is killed a message comes in on the radio announcing access to the next area (described in more detail below).

1. Rayne arrives at dusk which means her health is slowly depleted when outside. Along a very narrow mountain pass, Rayne hitches a ride on a convoy of Nazi vehicles. Rayne drops from the axle of a truck as it rides on to other soldiers. Rayne can go right in fighting. However, this whole nest can be destroyed by killing the driver of a truck, causing it to swerve and crash splendidly (optimal path).
2. !!target!!: officer. An officer stands with some men at a machine gun nest. If Rayne is spotted, they will spin the gun around and use it. Rayne can go in guns blazing. If the gunner is killed a remaining soldier or the officer will man the gun.-
3. !!target!!: tank officer. A tank crew is trying to repair a temporary bridge that was allowing troops access the castle (troops can be seen across the chasm – possibly X-boxer code). If Rayne can charge fast enough, they won't have time to return to their tank, and the slaughter will be easier. If they *do* mount up, she has to avoid fire from the tank's main gun and machine gun, kill the gunner in the hatch and either drop a grenade in through the hatch or dive in herself. If she enters the tank, the camera remains outside, not revealing the horrendous deaths of the soldiers within, except for the blood-curdling screams and thick spray of blood that emerges from the dark hatch. Rayne comes out in full health and wipes her mouth. After the tank is down, Rayne can make short work of the target officer.
4. Target: officer. The next target sits in the second floor of the stables and plays cards with some men. As soon as Rayne is in their sight, one yells “Vampire!” and the player will probably assume the man is talking about Rayne. But, instead, from the shadows, some vampires smoke in. In a flash, one grabs the screaming officer and fly off to Castle 2. The remaining men are viciously ripped to pieces as the vampires feed. Once Rayne gets too close, they also fly off to Castle 2. The player is in full control and might even be able to kill a couple vampires and troops, but the vamp with the officer cannot be killed. (NOTE: if this officer is the last !!target!!, he needs to drop his radio, so Rayne can learn about the Cathedral opening).
5. !!target!!: officer. This !!target!! has barricaded himself in and paces the rooms with some troops. As Rayne is seen, one of the men yell vampire making player think they're talking about Rayne. Instead a group of vampires bust into the doors loudly and all forces collide. (yeah, we pulled this trick but since the player can go in any order, they might find this target first).
6. There are about four troops at the top of the bell tower with binoculars and a spotlight that they are shining on the cathedral. They periodically yell things down to troops below. Kill them and watch them fall off the tower or into the bell shaft. Then slice the

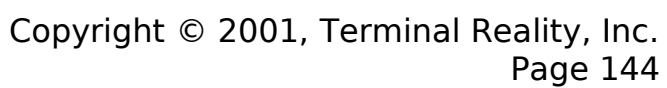
- bell so it crashes through the bell shaft (wooden beams divide each floor). The bell finally shatters on the foyer floor. This allows Rayne access to 3rd floor of the castle (the wooden beams blocked her) to get the last target in this area.
7. **!!target!!**: officer. After the bell has been dropped, Rayne can kill the **!!target!!** in this room.
 8. Once the last target is killed (whichever one it is), his dropped radio goes off and says something to the effect of “this is Lt. So-and-So and we have breached the bridge connecting Castle Sectors 1, 2, and 3. A mechanical lift has been activated at the top of the Cathedral in Sector 1 allowing access for the jetpack troops. They will push from the rear to squeeze out any remaining opposition in Sector 1. Again, jetpack troops entering Cathedral of Sector 1. Avoid friendly fire”. [A cinematic shows troops come out of the cathedral at the top of the exterior stairs to show player where to go.](#)
 9. Once she enters after killing all targets and intercepting the radio message a cinematic will show the lift portion of the ceiling so the player knows they’re in the right place.
 10. Once Rayne gets towards the center a mechanical gear noise is heard from above. Force the camera locked on the lift room and divert all soldiers attention to same spot. The room will lower and a rope will drop and jetpack troops will fly out followed by regular troops sliding down the zip line. Before Rayne could possibly reach the room, it raises and closes again (to prevent Rayne from leaving too early). After she kills a number of soldiers, the mechanical noise is heard again and all look skyward again. More troops start coming out, but suddenly a loud crash is heard and bat creatures streak in tearing the troops from the air. They knock down people from the lift so it cannot be retracted again. Rayne can actually shoot the creatures and enemies out of the air. Rayne can also attempt to rebound jump all the way up to the lift, but it is very likely she will get knocked down until some of the enemies are whittled down from fighting each other and Rayne.
 11. When Rayne enters the lift, the bridge to the west is barred closed. When she rounds the corner near the east bridge entrance she witnesses a bat creature lunge at fleeing jet pack troops in the enclosed catwalk/bridge leading to Castle 3. The bat creature hits a jetpack tank and a chain reaction occurs as all of the jet pack troops in the enclosed catwalk explode, sending most of the bridge into the gaping black chasm below in the form of jagged stone and bloody body parts. There is nothing left of the east bridge except a small portion of corridor across the void containing a few dead soldiers.

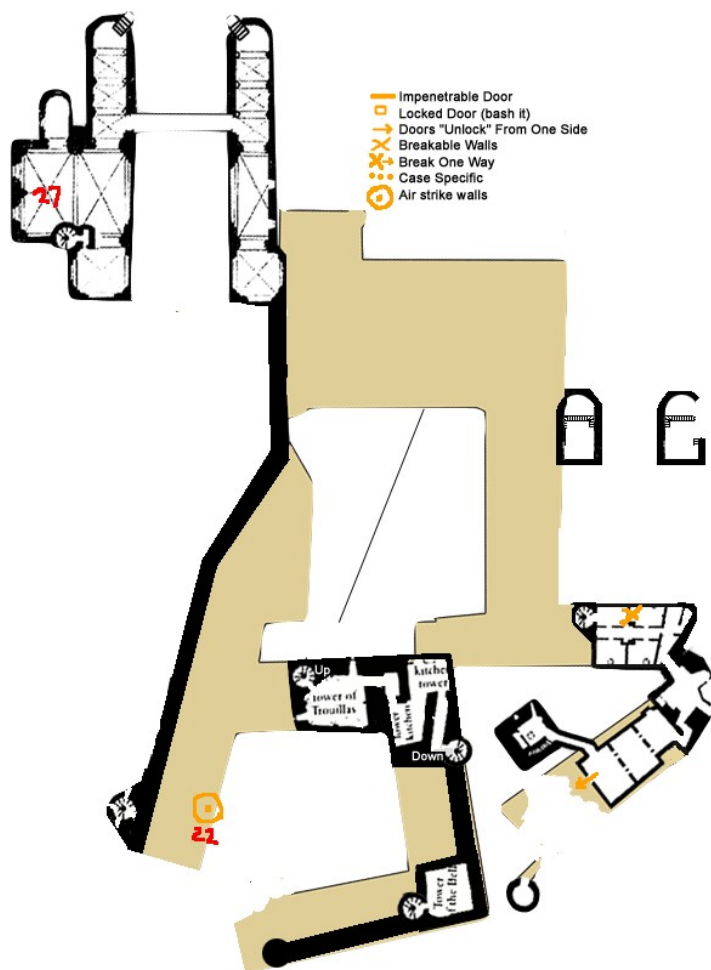
12. In a two second cinematic Rayne runs down the corridor, uses zoom vision to see the bodies across the way and then the camera detaches and flies over the edge of the room and looks into the black void. Rayne says she can't make that jump (so that the players don't think this is a jumping puzzle and get pissed when they attempt the jump and die when she can jump almost anywhere else and not die). Rayne's only option is to go west towards Castle 2.
13. As Rayne backtracks a bat creature shatters the west bridge gate (directly across from Rayne) sending it crashing through the wall in front of it. This way the player might get a little surprise, but mostly will know that now Rayne can enter the west bridge.
14. Rayne enters the west bridge headed for Castle 2.

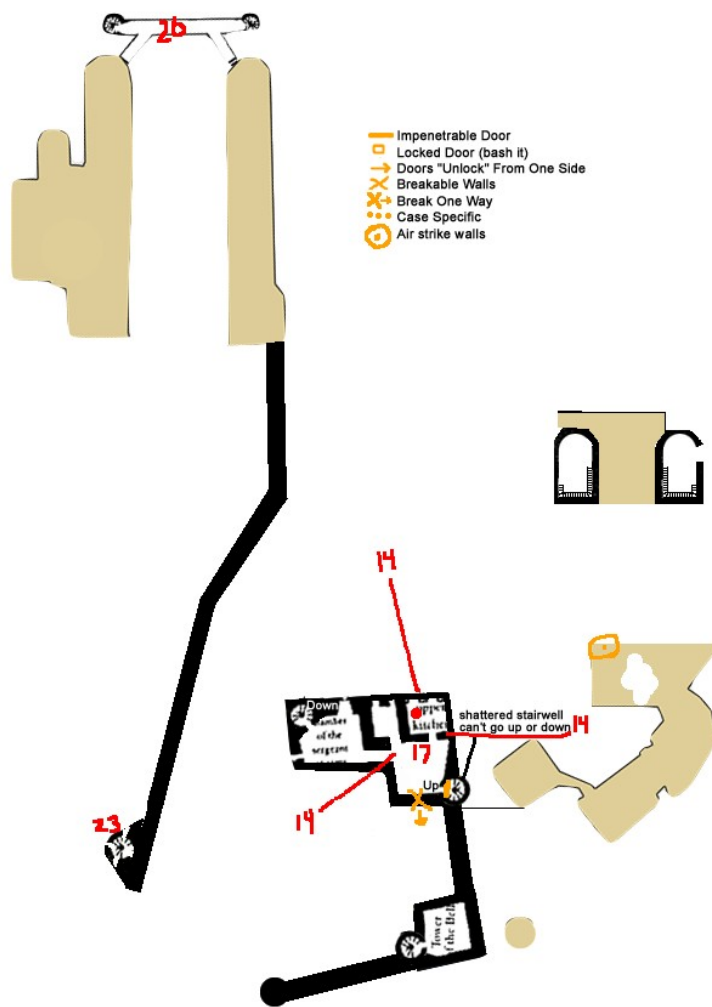
Castle 2

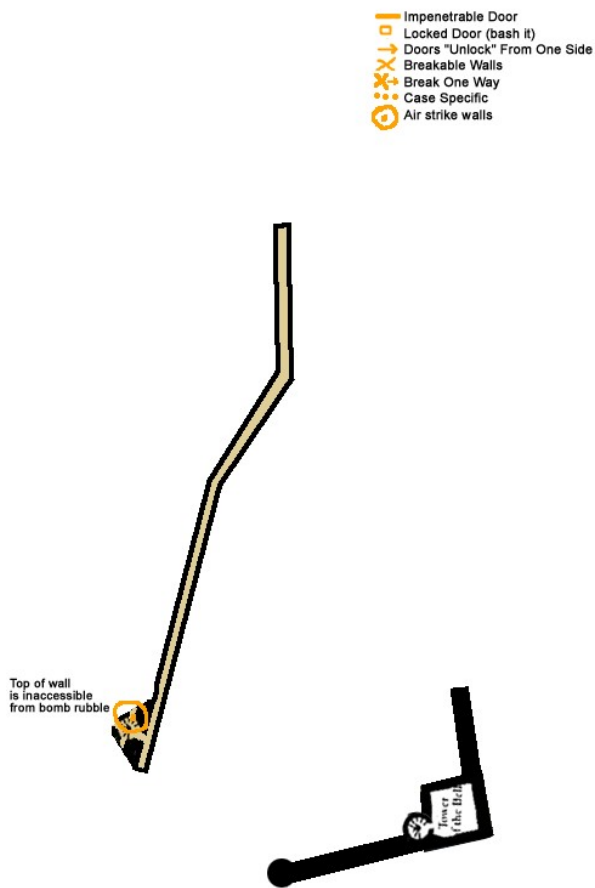
Impenetrable Door
Locked Door (bash it)
Doors "Unlock" From One Side
Breakable Walls
Break One Way
Case Specific
Air strike walls

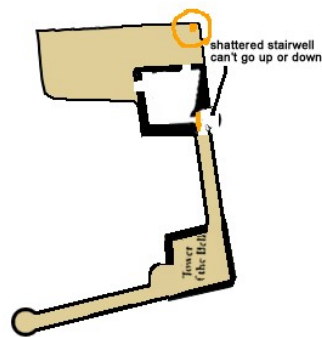
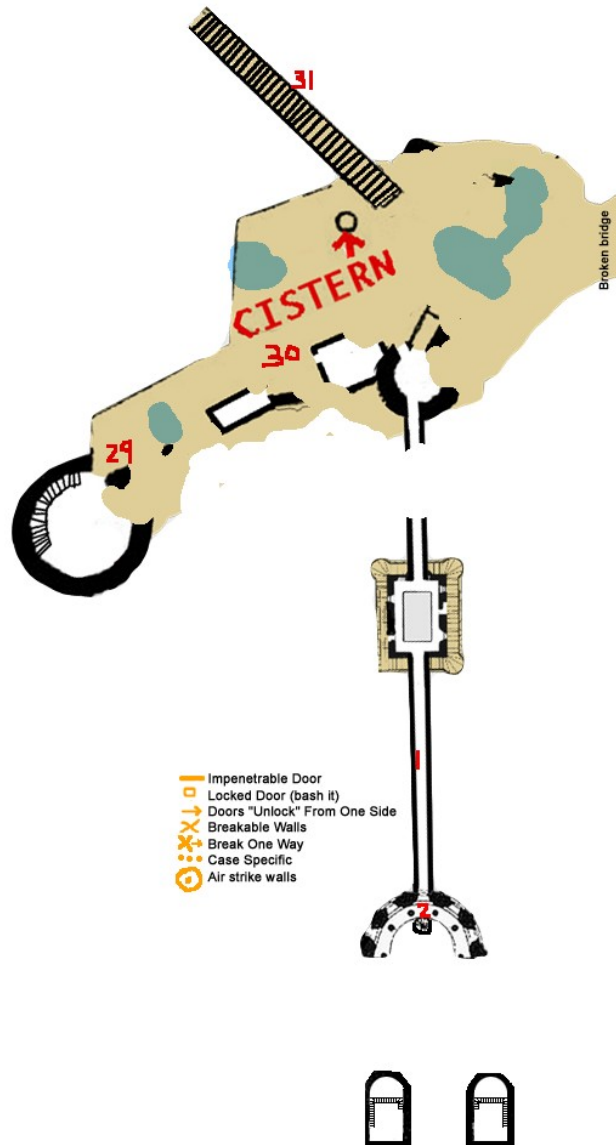


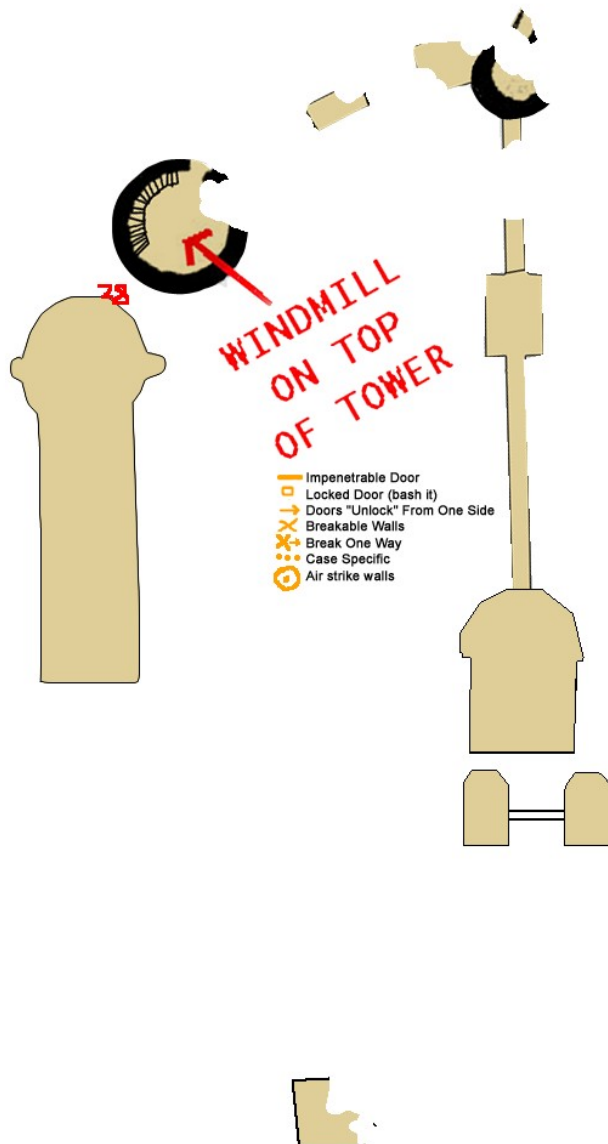












Castle 2 is almost completely in the vampires' control, except for the first cathedral, one officer with his troop in a tower, and a lone surviving officer in a cell. After Black Asp, the targets can be found in any order, and again, they all carry walkie-talkies, so Rayne will hear of access to the next area once the last is found.

1. (Hey Greg! I don't think this has been incorporated yet) At about the middle of the bridge, the ceiling has collapsed blocking the corridor with rubble. However, Rayne can easily jump onto the top of the corridor and walk across.
2. Rayne crashes through one of the stain glass windows and lands on a strategically place spiral staircase automatically.
3. Rayne spirals down shooting up the jetpack soldiers and regular troops on the balcony and floor. Short cinematic to dramatize the magnitude of the entrance: the camera pulls out to a low shot in front of Rayne with the Spiral staircase behind her. Glass is still falling to the ground and bodies that she's killed hit the ground. If there were any left, two jetpackers accidentally collide and explode behind her. Rayne does a little "I'm a badass" pose and looks up. Camera switches or flies into her point of view. A woman in black (marked by the target dot on the map) is seen at the end of the cathedral watching Rayne. Zoom vision kicks in and Rayne sees the person is Black Asp (Rayne's mentor)! Rayne says "Black Asp is alive!?" (for the player's benefit) and a quick cycle of flashback images of Black Asp's apparent demise in Louisiana strobe on the screen (like when Max Payne has his little flashes). Black Asp puts on a German Officer hat and Heinrich Wulf walks out of the darkness and approaches her. They do some talking gestures, Wulf looks at Rayne, and Black Asp nods to Wulf as Rayne is whispering to herself "no, no, no". Wulf walks into the adjacent room with some troops and closes the heavy wooden doors leaving Black Asp in the cathedral. Rayne looks at Black Asp's nameplate and the target list comes up with the corresponding name and photo (of course this photo is only a silhouette). (NOTE: this is similar to what we'll do for every target). Camera reverts to normal, player is in control, and Rayne says to herself with dread, "my mentor is my next !! target!!".
4. Rayne will have to contend with any remaining troops as she also takes on Black Asp in the main cathedral being careful not to fall in the chasms. Black Asp will periodically say things (like "we'll see how much you've learned", but she still comes off as evil and doesn't divulge what happened). Black Asp can block most of Rayne's attacks with counter swings. Rebound kicking is the best way to defeat her. After Black Asp has been hurt some she will run to the west tower.

5. Once Rayne enters the west tower, Black Asp shoots the top of the entrance with her harpoon, collapsing the entrance and trapping the two in. They will do some heavy duty vertical fighting on rickety broken stairwell. After Black Asp has taken enough damage, she will harpoon the locked door at the top of the tower and rip it off. She heads to the east tower.
6. As soon as Rayne enters the east tower, Black Asp shoots the top of the doorway again, using rubble to trap the two. She says “Now we play for keeps”, and Rayne looks down to see, the stairwell is hardly present, but worse than that, there is no floor. Rayne must knock Black Asp out of the air numerous times getting her closer and closer to the void. If Rayne takes too long, Myse will go back to the upper area and the process restarts. Once Rayne knocks Black Asp down when they are toward the bottom of the tower Black Asp will fall into the darkness. The player will initially cheer and Rayne will say something soothing. However a moment later, Black Asp’s harpoon shoots out of the darkness and catches onto a wall. Black Asp zip lines up laughing. Right after the moment where the player is probably going “Shit, how the hell do I beat her!?”, Black Asp (still clinging to the wall) will say “Goodbye BloodRayne” as the rock her harpoon is attached crumbles and breaks off sending Black Asp and a bunch of rubble into the void. There is a huge hole in the wall that Rayne can use to access the next portion of castle.
7. In this room she finds [vampires with their hearts ripped out, and](#) the soldiers that accompanied Wulf dead, but no Wulf.
8. Spotlights move all over the castle grounds. There is a band of troops that have gained control of the tower. They mow down any vampires on the grounds or ones that climb by the window towers. Also there is a machine gunner and grenadier on the top floor of the tower. The Germans periodically shoot flares out to fire mortars. Rayne can use the Germans to help kill vampires if she lures them outside. Rayne can kill any of the Germans at any time to make her work easier. In fact, if she kills the machine gunner and the grenadier, the vamps can get in and kill the Germans. However, she will eventually have to go a round about way inside the castle pick up the officer nameplate.
9. [Jump the chasms to get across.](#)
10. Find a troop of dead soldiers. Load up on weapons.
11. Sniper
12. **!!target!!**: officer. Rayne finds the cluster of troops sniping, grenading, and gunning from the tower and kills the officer (if not already accomplished) and takes the nameplate. [These guys inhabit this floor and the top floor.](#)
13. **!!target!!**: officer. Rayne finds blown up tanks, jeeps, and troops in this whole area. It looks like this German front failed.

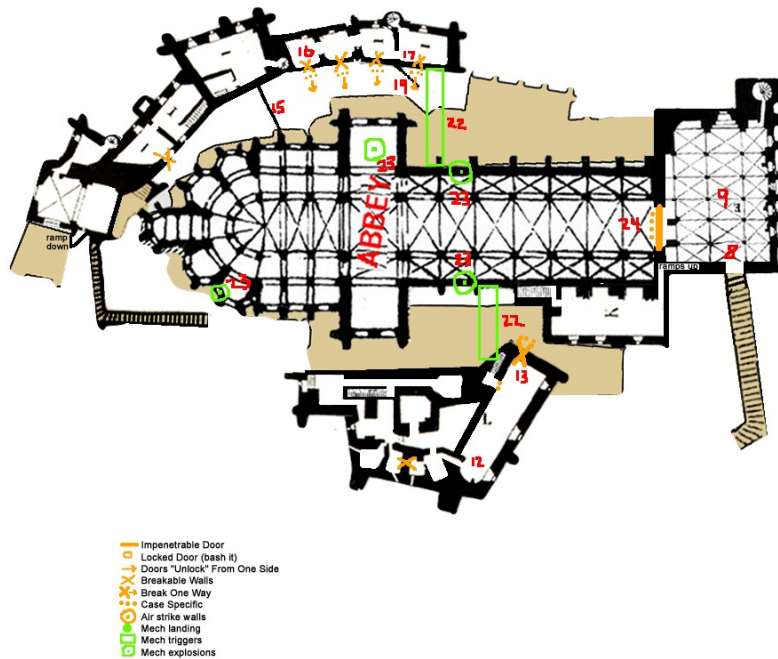
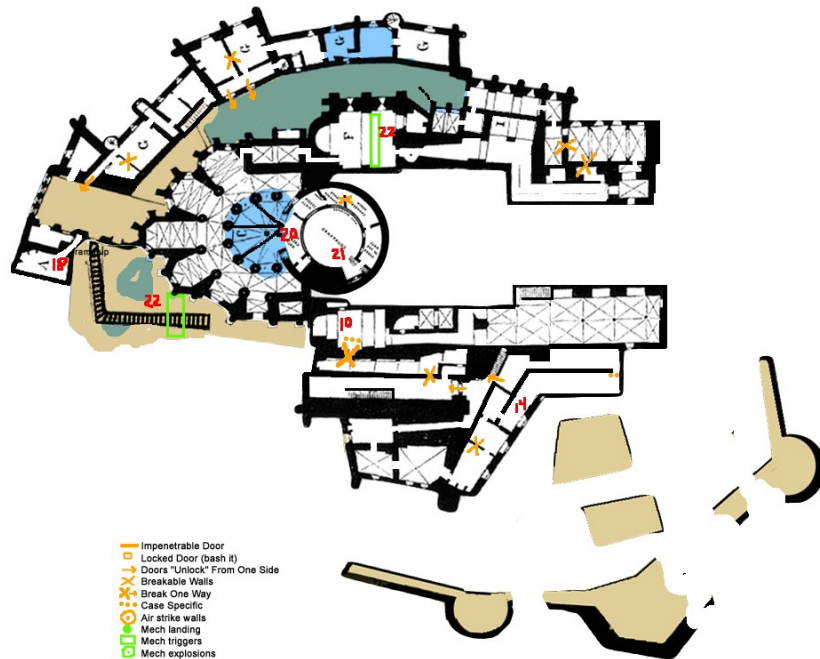
- She also finds the **!!target!!** officer from castle one getting his head eaten by Hedrox. Hedrox looks up at Rayne and leaves
14. Rayne comes across our Nocturne surprise mirror. There are two adjacent, identical rooms with what looks like a mirror in the center. Rayne walks up and she's her "reflection". However the "reflection" morphs into a vampire and jumps at Rayne. (Is there any way we can add something to this trick to make it even more memorable and differentiate it from Nocturne more?)
 15. Vampire crashes out of the closet.
 16. **!!target!!**: officer. Rayne finds a lone officer cowering in the dungeon, trying to hide. When Rayne enters he will scream as he fires his gun. (NOTE: If Rayne runs around outside of this tower and looks in the window, she will be able to see the officer in the darkness inside. If she gets close to the window, he should scream for her to get away and fire at her. Rayne can shoot or lob a grenade inside, but she will say she needs to get in there to get in there to get his nameplate.) Once Rayne kills all of the german targets Rayne hears an air raid order over the walkie-talkie. It warns section 2 will be bombed. Clear area. This will blow up some buildings, one in particular allows her to access the next portion of the castle (the garden and Cathedral).
 17. Climb as high up the tower as possible. Then jump from the window/hole onto the garden below.
 18. Through the garden explosions will continue going off near Rayne. Rayne will have to dodge some falling pillars as well as use the environment to avoid the water.
 19. Once Rayne enters the cathedral, another bomb hits knocking over a pillar blocking the door (trapping her in).
 20. (Boss) Hedrox, the vampire boss. (NOTE: Hedrox can regenerate like a flatworm. You cut him in two, and the next thing you know there are two Hedrox. Once the numbers reach the limit of our technology, he stops producing more. However, when you kill any after that, more will generate from the hibernating body parts on the floor until Hedrox is at max number again. The only way to defeat him is flame, sunlight, or water.) Rayne finds Hedrox as three identical versions of Hedrox standing on a walkway in the flooded Cathedral. Hedrox 2 holds Voicu's old crown with the jeweled relic on the top. Bombs periodically go off for this whole boss scene, shaking the camera and occasionally toppling inner structures. Rayne has met one of Hedrox's doppelgangers in the past, so she opens the scene by calling his name. When Hedrox speaks, he shares the conversation with his other selves often overlapping with similar statements. Hedrox also refers to himself in the third person. Hedrox (1) says "Hedrox thought the previous owner, Count Voicu, (3) hid the relic when Hedrox invaded. (2) Hedrox found

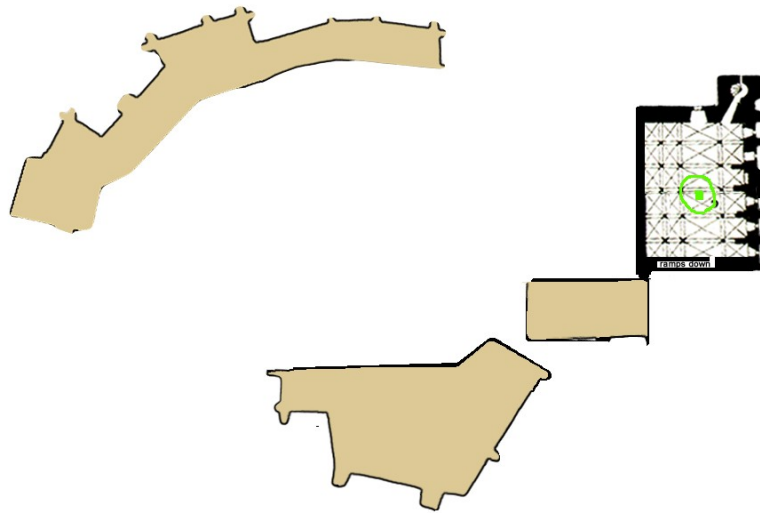
Voicu in this cathedral (1) and threw him into the water below. (3) To his death. (2) After eating the human officer's mind (do little flashback cinematic showing Hedrox "eating" the officer's head from the town buildings - #18), (1) Hedrox realized his folly. (3) Voicu wore the relic the whole time (2) believing it to be giving him power." Hedrox 2 rips the stone from the crown and drops the crown to the water below and holds the stone up. "(3) The stone makes Hedrox stronger, (2) but Hedrox knows there is more. (1) The human, Heinrich Wulf, is much more than human (2) because the relics are in his body. (1) Relics not unlike the one in Rayne's eye socket. (3) Hedrox wants the secret. (2) How does Hedrox put the relic in his body?" Rayne replies "You need to cut your heart out and replace it with the relic, Hedrox". Hedrox 1 laughs. "(2) Rayne amuses Hedrox. (3) Do you not think Hedrox has tried? (1) Or did Rayne hope Hedrox to kill himself in the attempt? (2) Does Rayne forget? (1) Hedrox cannot be killed by cut? (2) Hedrox wants the secret. (3) Even if it means eating Rayne's mind (1) and tearing her eye out (2) to find it." Now they fight. Rayne needs to knock each of him into the water below. If Rayne takes too long to kill him, he will cut himself to pieces to produce more of himself.

21. In addition to the ability to knock Hedrox into the water there are many tapestries and candles in this area, and Rayne can possible catch one or two on fire.
22. Towards the end of the fight (when Hedrox is down to about two of himself) another bomb will hit the roof and create a hole and ramp. Hedrox takes this opportunity to retreat. Hedrox says he will find the secret elsewhere. Rayne needs to jump from the hole onto the windmill below.
23. Upon landing, a soldier setting up a mine spots Rayne and yells "vampire!" and goes running off in a panic. Bam! The soldier is launched in the air into a ton of pieces. Rayne says, "Mines."
24. Rayne must use pieces of wall and burnt out military vehicles to avoid the mines. Or she can shoot the ground to detonate them.
25. Rayne heads to Castle 3 proper.

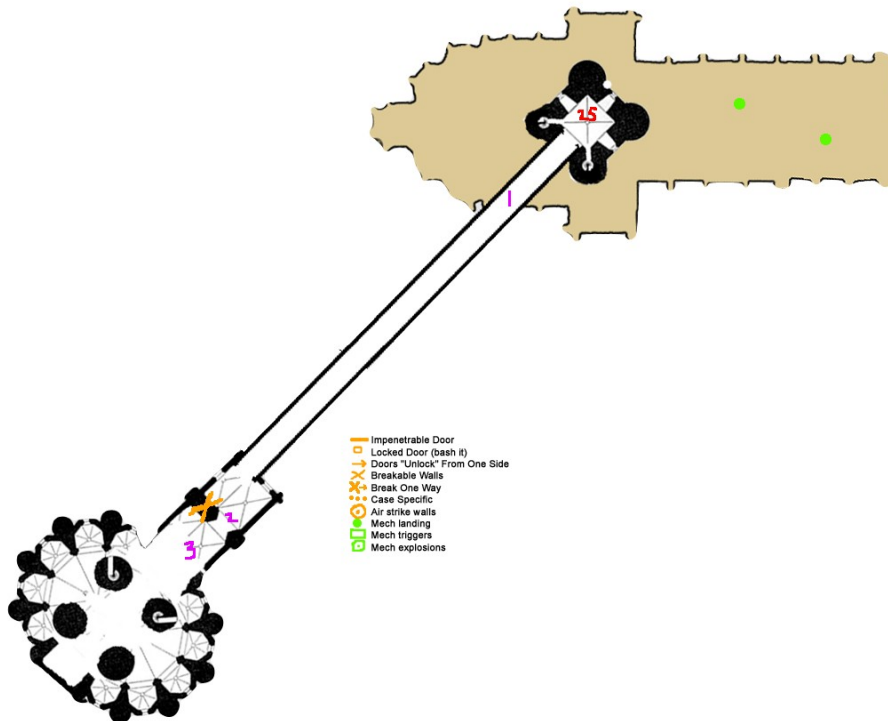
Castle 3



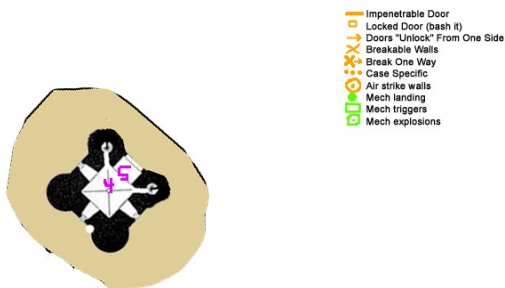




- Impenetrable Door
- Locked Door (bash it)
- Doors "Unlock" From One Side
- Breakable Walls
- Break One Way
- Case Specific
- Air strike walls
- Mech landing
- Mech triggers
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Dawn is approaching by the time Rayne makes it to castle 3. This means it's dangerous for her to get caught in the light, but she can also use this to her advantage against other vampires.

1. As Rayne approaches the castle, dawn is breaking. Rayne will hear men screaming, vampires, gunshots, and explosions as she traipses [up the stairs](#).
2. Rayne will make her way through the town. The Germans are getting slaughtered by vampires (the vamps are smoking because of the sun).
3. These stairs once led up to the cathedral, but a large portion of land has fallen away. The gap from the stairs to the cathedral is too far to jump, but there is a rickety rope bridge spanning the chasm. When Rayne ascends the stairs she sees someone at the front of the cathedral. Zoom vision kicks in to show Wulf. He sees Rayne. He motions to one of his men to go into the cathedral. The man runs off. Wulf stays there watching Rayne, arms folded.
4. As Rayne gets about halfway, zoom vision to show Wulf's hand stretch as he turns and slices one side of the rope bridge with his super evil claw. The ropes and planks on one side snap and fall limp in sequence from Wulf to Rayne, with debris falling into the infinite void below. It becomes obvious that soon only one handrail will be holding the bridge up. The player has a short

- moment to jump up and land on that handrail tightrope. As she gets about $\frac{3}{4}$ of the way (still too far to jump), the soldier comes running back carrying a torch. Wulf smiles as he takes the torch, turns slowly to Rayne, waves with his other hand and sets the hand rail alight. He proceeds onto the cathedral as flames catch on the bridge and climb down the ropes and planks accelerating as they get closer to Rayne. Rayne's only option is to turn around and line slide down the handrail in retreat. (we have to make sure it is too far for Rayne to run uphill through the flames and make it to the end).
5. As Rayne hits land, the bridge is entirely consumed in flames and the whole thing snaps loose falling into the pit below. Her pursuit lost, apparently a dead end, Rayne hears airplanes above and sees 6 giant metal crates and troops (X-boxer code) parachuting down. Force camera zoom to show !!targets!!: Doppleganger twins on two of the parachutes. Most of the troops land out of view, but some troops and three crates land in the town. (three other crates crash through the cathedral roof). The crates hit the ground hard, leaving huge indentions and cracks. The crates then fall open, revealing Nazi Mechs! The new troops and especially the mechs lay into the vampires.
 6. !!target!!: (Boss) Mech officer. One Mech lands and it is damaged in the canopy. Smoke pours out. Rayne can easily get into this one or she can break any Mech window (pretty difficult) and kill the pilot. Then she can take his place. In this scene the mechs should stay in zones and not move all over. That way, when Rayne gets in a Mech, she will hear the Mech radio and will hear the Mech officer giving orders to the Mechs. He will then give orders to Rayne's Mech and when she ignores, he will get angry (like "Soldier" w/ Kurt Russel). As she approaches another mech or fires on Nazis, the officer will freak out. She will have to battle the troops and other mechs and kill the Mech officer. All the while we can have some taunting dialogue with Rayne and the other Mech pilots. The town should be made almost entirely of actors so the ensuing battle reduces the place to rubble. If Rayne's mech is destroyed she can get in another. In fact, the pilot can be killed but the last mech cannot be completely destroyed until Rayne gets into the castle with it.
 7. If Rayne tries walking up the stairs in a mech before the others are stopped, they will shoot her and knock her mech down damaging it badly. If Rayne has destroyed the other mechs, she can ascend the stairs and shoot her way into the castle at the weak point to the west.
 8. Rayne will walk in and face some more soldiers and vampires.

9. Rayne can look through a crack to see the ale room. There are bodies all over and vampires moving in the shadows. It appears to be a vampire “food” storage pen for their Nazi victims.
10. !!target!!: officer. Mentor returns! Rayne enters a room with heavy Nazi presence. The !!target!! (a regular officer mans a machine gun while other soldiers man at least two other large gun turrets (one is a UV gun). Rayne takes a couple of enemies out before the mentor drops in from the ceiling and kills one of the gunners. The mentor directs her turret on all of Rayne’s enemies allowing Rayne to kill the !!target!! without worrying about being attacked from behind. Afterwards, Black Asp explains the situation (“who do you think saved you in Louisiana?” – do a strobe of flashback images to her helping Rayne in Louisiana, “who do you think left the file for you when you arrived in Germany?” – strobe of flashback to Black Asp leaving the file in front of the artifact crate. “Who do you think has been the informant this whole time?”) Black Asp asks if Rayne has any idea where the relic is. Rayne says Hedrox has it (does Black Asp also know who he is?). Rayne tells her Hedrox doesn’t know how to use the relic and is looking for officers to eat their brains in the hopes they know. Black Asp asks why the relic didn’t just absorb, like Rayne’s and Wulf’s. Rayne says she doesn’t know. Black Asp says she’s already killed a couple of other !!target!!s and gives Rayne the nameplates for them and herself. (this marks off almost all of the remaining !!target!!s from the list.) Two others and Simon and Sigmund are remaining. They’d better kill those officers before Hedrox gets to them and they’d better find Wulf before he gets to Hedrox. She agrees to fight together to find Hedrox and/or Wulf.
11. Black Asp asks for help to shatter the door. The player must do a rebound kick simultaneously with Black Asp to break it. They will then jump the gap to reach the stairs.
12. The pair comes upon Hedrox eating an !!target!! officer’s head in a giant “cattle pen” of Nazis in a room that was once used for storing ale. There are bodies, skeletons and barrels all over the room. Rayne and Black Asp must kick and shoot the barrels to get the liquid all over. When they shoot or cause a spark a fire goes up and burns out quickly. There are also candles that can be knocked over as well. Rayne and Black Asp must time it to catch Hedrox in the flames.
13. The last Hedrox will break through the wall screaming as the sun burns him badly (possibly kills him?) and run off (If this was the last target he will tell Rayne to meet him in the tower before he leaves).

14. Afterwards, Black Asp decides it's best if they split up to ensure they cover the most ground quickly. She tells Rayne it's daylight outside, so don't get caught too long out there. Then she runs outside through the hole Hedrox made and disappears around a corner.
15. Platform jump to get to the leaning tower with the line slide.
16. Gone
17. Jump on top of tower to access line.
18. Line slide and crash through a window
19. Line slide over the water.
20. Once in the next set, Rayne can see the next **!!target!!**, the Doppelganger twins, through little lattice worked windows as she makes her way around the round room. Through windows Rayne can see several fodder vampires show how the twins operate. The lattice work allows her to see in, but if she shoots, it just ricochets off. It is important that the player can see in, but can not shoot the twins yet.
21. **!!target!!**: (boss) Doppelganger Twins. **As Rayne enters, one twin throws his bladed swastika at a rope holding up the entrance gate.** The rope is cut and the gate closes. The Doppelganger Twins share thoughts and dialogue, somewhat like Hedrox, so Rayne should make a witty remark acknowledging the similarities. A pair of pillars allows the twins to always hide from Rayne, sending out their blades to ricochet and strike Rayne from all sides. If Rayne turns her back to one of the brothers, he'll step out from behind his pillar to guide his brother's throws with their special twin-mind and throw his own blade directly at her. If Rayne turns quickly enough, she'll just barely catch a glimpse of him as he dives behind the pillar. Rayne can't get a clear shot at either of them. She must rebound kick down the pillars. When one pillar is gone, the exposed brother flees to the surviving pillar. Once both pillars are gone, the twins begin orbiting Rayne. One can always attack from behind. Killing one kills both. Hurt one and the other is affected instead. You can use this when one throws his disc – hurt the other one to cause a reaction in the thrower. This will mess up the catch and they'll be wounded further.
22. Once the final target has been killed, turn on the mech explosion trigger on the map. As soon as Rayne hits one, trigger the corresponding explosion on the cathedral floor.
23. Rayne enters the cathedral to find the **three** Mechs that were dropped in wreaking havoc (they blasted the hole). They turn and shoot at Rayne, causing debris to block the hole she just came in.
24. **gone**

25. After Rayne wins, mechanisms are heard and the camera pans up to see a similar lift to the one in the first cathedral lower. Rayne sees two bat creatures sliding out of the lift (to make the player think there are more enemies to kill). Surprisingly, though, they fall straight down and splatter on the floor. Rayne then hears and sees Black Asp poke out from the lift. She had killed the creatures, opened the lift, and pushed them out. Rayne reunites with the Mentor. Black Asp says [Wulf's headed to the tower ahead. When it loads the next set, the lift will be closed, blocking them from returning to the cathedral.](#)

Tower

1. Mentor runs ahead, and a gate drops to separate Rayne and Mentor (also a gate closes behind Rayne so she can't leave the scene. Heinrich drops in and rips out Black Asp's heart. If Rayne shoots here, he doesn't even flinch as the bullets hit him, yet Black Asp is riddled. Rayne yells "Black Asp!" and Wulf drops Black Asp's limp body, turns and smiles wickedly. If Rayne shoots at him now, he uses his slow time to avoid the bullets (all the player will see is that he's super fast). When she finishes firing, Wulf approaches the gate and Rayne and him share dialogue here as they won't really get a chance at the end. [Rayne can jump kick the gate and it will slowly start to bend and break but we need to make sure she can't break through before Wulf is finished with his dialogue. \(the gate needs to have quite a few variations of damage\).](#)
2. When Rayne gets to Black Asp she says that Black Asp won't be able to make a surprising comeback after that (to ensure that the player knows she is dead for good this time). Rayne promises to get revenge for Black Asp's death.
3. [Rayne enters a foyer to see a Mech that had apparently crashed through the roof in the parachute scene. A hole is in the roof \(that Rayne cannot exit\) and the mech's crate is busted open. The mech is completely destroyed and the pilot's body lies near it. It was destroyed either on impact or by vampires.](#)
4. Rayne enters the top of the tower to find Wulf standing over a Hedrox with his heart ripped out, looking on as two other Hedrox stand around jewel. [A third Hedrox closes another gate or door behind Rayne locking her in, and he walks to join his fellow. Hedrox 2 holds the jewel in the air and Hedrox 3 says "So glad all the important players are here" \(2\) "Hedrox now knows the secret." \(1\) "\(!!Target!!\) guessed the answer for Hedrox. \(2\) "... a present for BloodRayne's collection". Hedrox 3 throws the nameplate of the second to last target \(next to Wulf\) at Rayne. \(1\) "This is the secret!" as Hedrox 2 smashes it to the ground.](#)

Camera cut to show it shatter revealing the petrified heart inside. “(3) The heart of Beliar.” As Hedrox 1 takes the heart, and Rayne yells “Hedrox, no!” It immediately transforms Hedrox 1 almost entirely into Beliar, a huge devil lacking eyes and a hand. Hedrox 2 suddenly holds his head in anguish as Hedrox 3 says “what have you done with Hedrox?” and begins attacking. The once vampire raises a hand and Hedrox 2 and 3 burst into flames. Over the wails of agony from the Hedroxes, he then says in latin “Hedrox no longer exists in this body. Beliar is reborn.” Turning to Rayne and Wulf, “I believe you both have something that belongs to me.” The fight is on!

5. Beliar will continually grow. If the scene takes too long, Beliar will become huge and decimate Rayne and Wulf. The bad ending will show (a cinematic from outside the castle of Beliar growing so large he shatters the tower in traditional anime fashion. Fade out, game over). If Beliar is killed, but Wulf gets the heart, he becomes Beliar plus the relics he already has (very hard!) and Rayne must beat him again (good ending), or he will grow to take over (bad ending). If Rayne kills Beliar first and takes the heart, she will become Beliar herself and decimate Wulf. However, she will grow and player will lose control (cut to bad ending). Two better options are to beat Beliar and keep Wulf from the relic and beat him (good ending) or if you’re fast, beat Wulf, take his relics and use them to beat Beliar (good ending).